**PART 1A: FEEDBACK RECEIVED**

Using the fields below, write down the commendations and recommendations you received to 2 (two) other groups.

**Group#1: Name Ajax**

**COMMENDATIONS RECEIVED**

**Commendation #1**

|  |
| --- |
| Instructions are clear & game runs smoothly |

**Commendation #2**

|  |
| --- |
| The Health Bar that changes based on the players health is a nice feature |

**RECOMMENDATIONS RECEIVED**

**Recommendation #1:**

|  |
| --- |
| Print the rooms the user can go to on the console & not just the directions |

**Recommendation #2:**

|  |
| --- |
| Provide the User with a description of what the rooms are like that they are in, do not just say what is in the room in your map. Help the user picture where they are |

**Group#2: Name Sebastian**

**PART 1B: FEEDBACK RECEIVED**

Using the fields below, write down the commendations and recommendations you received to 2 (two) other groups.

**COMMENDATIONS RECEIVED**

**Commendation #1**

|  |
| --- |
| The UI looks good |

**Commendation #2**

|  |
| --- |
| The upgrade system is cool |

**RECOMMENDATIONS RECEIVED**

**Recommendation #1:**

|  |
| --- |
| Make the game map accessible |

**Recommendation #2:**

|  |
| --- |
| Make the health bars colored |