

Experiments	Skeleton	
Evaluation: Controls	mouse feels good	2/3
Evaluation: Visuals	Sprites are cute	3/3
Evaluation: Gameplay	super fun	2/3
Comments	projectiles are too fast, very chaotic	

Experiments	Team 7	
Evaluation: Controls	Very smooth & cool AI	3/3
Evaluation: Visuals	nice	3/3
Evaluation: Gameplay	overall good	3/3
Comments		

Experiments	Team 1 Skeleton	
Evaluation: Controls	Relatively easy to use but felt a bit weird using both the keys and the mouse	2/3
Evaluation: Visuals	I really like your graphics	3/3
Evaluation: Gameplay	Would be good if you were prevented from leaving the screen.	2/3
Comments	Overall, good start!	

Experiments		
Evaluation: Controls		
Evaluation: Visuals	Control is good	3/3
Evaluation: Gameplay	Nice visual!	3/3
Comments	Some bugs but it works	2/3

Experiments	sketetal	
Evaluation: Controls	good, intuitive controls	3/3
Evaluation: Visuals	clear, maybe background diff color for better contrast	2.5/3
Evaluation: Gameplay	UI and window edge collision would be nice	2/3
Comments	smooth to play!	

Experiments	skeletal	team 2 move and jump	3 / 3
Evaluation: Controls		player can move and jump for now	3 / 3
Evaluation: Visuals		visual is awesome Best in all teams.	3 / 3
Evaluation: Gameplay		limited action right now	
Comments		Fix the leg in loading enemies.	

Experiments	skeletal	Running & shooting, hitting/collision into enemies	
Evaluation: Controls		Pretty fluid so far, maybe stamina for faster move?	/ 3
Evaluation: Visuals		TODO: can sprite just rotates right now	/ 3
Evaluation: Gameplay		TODO? Magic types, Regain health, charged shot	/ 3
Comments		Nice sprites	

Evaluating team : team 7.

Controls:

Visuals:

Gameplay:

Comments:

good experiment of controlling movement
and increasing difficulty is cool.

3 / 3
3 / 3
3 / 3