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| Date | Name | Feedback | Version | How I implemented it |
| 25/3 | Daniel | Add a backing track to the game | 1 | I added a backing track to my game |
| 29/3 | Antony | Make it so that the timer starts when the character starts moving | 2 | Instead of having the timer start as soon as the level loaded, I made it so that the timer started when a key was pressed |
| 30/3 | Adrian | Make the knives spin when you add them | 3 | I made the knives my ninja threw spin |
| 30/3 | Adrian | Maybe give enemies health bars | 3 | I gave the enemies health bars and also later this feedback prompted me to update the player’s health to be a healthbar of sorts too |
| 30/3 | Ian | Several paths to finish level | 2 | I made it so that there were several paths to finish the level, for example for my first level you can go through the moving platforms below or you can go across the ground above, and for the 2nd level, if you fall down from the moving platforms and avoid dying, you can jump back onto one of the moving platforms and continue the level |
| 30/3 | Ian | Fix the level pass bug | 2 | Fixed the level pass bug where the view would glitch out and shake |
| 30/3 | Adrian | More effects (especially for health etc) | 3 | Added animated heart powerups and also speed powerups |
| 7/4 | Lisa | Add different types of enemies, maybe the map can have a bit more contrast since there seems to generally only be one colour. Also make it so that your enemies aren’t floating | 5 | Added gravity to enemy. The lack of contrasting colours was due to my pick of tileset which I could pick a different one next time but I couldn’t do anything this time. |
| 8/4 | Adrian | Add secret room (spawn into it if something happens) | 7 | I added a secret room in my third level that I would need to fall into to find the level ending object |
| 8/4 | Harry | Make lava in maps look realistic and not cut out | 2 | I replaced the top tile of the lava with the more realtistic looking lava tile |
| 8/4 | Harry | Change zombie sprites (look out of place) | 8 | Changed the zombie sprites to golems |
| 8/4 | Ollie | Specific amount of knives that can be thrown and you have to collect them to throw them otherwise its too easy and unrealistic | 6 | Made it so the character has 10 knives to start off with and also has to collect knife powerups to be able to throw more after they run out |
| 8/4 | Eli | Wall climbing could be a feature, and potentially spawn knives when you kill an enemy | 7 | Added wall climbing on the 3rd level and also I added the feature so that if an enemy was killed a knife powerup is shown in the enemies place |
| 10/4 | Chai | Everything should have a purpose- at the moment the coins don’t. There might be too many checkpoints, maybe some could be removed to make the level harder. Maybe also have stuff around the heart powerups to make them harder to pick up | 6 | I added a purpose to the coins and the ability to switch between 2 characters (They can each collect one type of thing and also can only use one weapon) I also made the levels harder, btu kept the majority of checkpoints because I found when I made the levels harder the checkpoints were actually very beneficial |
| 10/4 | Catherine | A pet would be cool and fix bug where character always defaults to the first one every new level | 5 | Fixed the bug where the character always became the girl ninja every new level |
| 14/4 | Candy | Torches are misleading. Maybe health regeneration could be a thing and fall damage too. Maybe spikes could have less damage so that you don’t die instantly | 8 | Removed torches and added health regen. I considered the spikes partial damage idea but decided that if someone was to jump onto a spike they would likely be impaled and die especially with spikes of those sizes. |