The first project I saw was Mars's Tiny Pond, where users can select from four types of pond inhabitants to create and watch traverse around. The movement was very fluid, and it looked like there was a lot of effort put in to make it look natural for each type. I really like how the hierarchy of data was presented with each field. The statistics at the bottom were also a nice touch, and I can imagine how that could be interesting to see at a larger scale of users. It reminded me of a few old iPhone games, specifically Pocket Frogs, where you could grow an ecosystem of frogs and take care of them. It would be interesting to see how much further you could go with this sort of object oriented programming, maybe adding more interactivity such as the ability to play with or feed the animals. Since all the data is being sent to and from a central server, it could be fun to add a multiplayer element somehow to allow the animals to be publicly accessible or shared. Although the scale of this project was on the smaller side, I thought it was really well polished and fun to play with.

https://github.com/marslf/cart351/tree/main/Projects/Lapierre-Furtado_Mars_Project2

Second, I saw Sean's project which took input in the form of Dungeons and Dragons stats and uploaded them to the server for use in a future role playing game. What I liked about this one was the opportunity for creative string manipulation, so the storytelling could change depending on the player's initial choices in combination with how they play as it goes on. I didn't get a good look at the code but it looked like there was some customization based on the input that would be reflected in the main page. The interface itself was also very well thought out, and the layout and presentation were done nicely. Although I'm not personally very familiar with the Dungeons and Dragons game structure, it seemed pretty clear what each input could correspond with and how the project could evolve in the future. I'd like to see more graphical elements so that the text doesn't take over the entire screen, but maybe the lack of visuals is meant to open up the players' imaginations like a real tabletop role playing game. It must have been difficult to set up an entire account registration and log in system by hand, in addition to the external libraries and datasets that were implemented very well.

https://github.com/SeanHub-13/CART351-WEBSITE/tree/main/CART-351-Project2

Finally, Hubert's text based adventure game was cool because it took a very simple format and incorporated the required features without being too intrusive or overt. Simply counting how many times other players experienced a frame of the game added a layer of immersion that contributes to both the world building and the technical aspects. What is typically a fully singleplayer, isolated experience is modified subtly to make the player feel like they are connected to other players and part of a larger system. I also appreciated having multiple endings to the game so that different players on each run could see and contribute

to a different set of numbers. It makes me think about a possible extension of this idea, where a game's environment could be manipulated by a mass audience either through explicit action or just by accessing an area. To make it feel like a complete product, I think there would have to be more than just an access count for each of the pages. Maybe depending on the size of the player base, players could democratically move or "vote" to alter aspects of the world like the terrain or the location of an object. Overall, this project as well as the other two were very fun to see and definitely showed that a lot of work was put into each.

https://github.com/HubertSia/cart351/tree/main/hubertsia_project2