

# Classmate

I like the graphics of the game, pretty simple but effective, and I like the idea of collecting items from the characters. I think there may have been too many emeralds, especially when you only need 2. Also, clarifying that the sword is a sword, or how you are supposed to fight the dragon because it was unclear. Overall the instructions were clear, however maybe explain the portal more (like say press spacebar when on the portal to travel to next screen). But very good game and great work!

The excess of emeralds was intentionally done to make the game less tedious, making it so that a player wouldn't need to visit every map area just to find two emeralds. I will add a feature that allows inventory items to be deposited back on the map though.. I think that the sword is fine as is; the icon is decently obvious and the help menu describes that the attack key is also spacebar. Same with the portals; the game help menu describes this...

## Family Member: Brother

The game looks pretty good. I liked the simplicity of the graphics and the interface. The keyboard help menu was very useful. Overall, the arrow keys were alright for moving the player around the screen. Key repeat should have been engaging, but it wasn't. Maybe that's something to look into. Player movement was the biggest issue.

Key repeat, being the most prominent issue, would in order to be implemented, require a major rewrite of the keyboard interface. I know how I would make it work, but at this point it would necessitate more time than is available to me now.