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I like the graphics of the game, pretty simple but effective, and I like the idea of allowing the characters to move pixel by pixel and not just tile by tile. The random map generation sometimes goes rogue and places everything at the edge of the map and the game is far too easy then. I also like the idea of identifying the players by printing their player number on their torsos. But in general looks like a very good game and great work!

Unfortunately, I'm not sure the map generation issue is very addressable; a more complex random generation system would be too complicated and time consuming to implement.