

Classmate: Charlie

I found the audio effects an interesting choice. I liked how there was no lag between the server and client, something that even A-list games cannot seem to get right. The controls were responsive, but I would have liked smoother movement. Instead of moving a little bit, waiting, then moving continuously, I would much prefer that the character move continuously as soon as the button is pressed down. While I liked the player characters, I found the background confusing. Since all the obstacles were just colored squares, I was not sure which ones blocked my path, which ones hurt me, and which ones were simply decorative. I also found it strange that there was a grid in the game, but the character movement was not mapped to it, leaving me to wonder why it was put in in the first place. I liked that there was a background, which certainly made the game more engaging than the default gray color slab. I would have liked a better-looking UI, since it was all just numbers that I wouldn't want to be reading in a heated match. Overall I would say this game is pretty good, but like with everything there are some things that could be improved.

The movement problems are a known issue; one that could also be fixed by adding another listener for when the movement keys are pressed but not released and a hold-down timeout. However, I don't currently have enough time to implement this before turning it in. The map generation was intended to be prefaced by a full-screen tutorial page instructing the player about how the game worked. This was never implemented due to a lack of time. This would have addressed the clarity issues with respect to player movement and obstacle types. Low-poly art was also all that was practical given the time frame for development.

Second Reviewer: Brother

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.