**It Follows:**

Commentator: Nobel

Develpers: Alex and Ellis

Pros;

* Random tree generation: I am impressed by how the trees are randomly generated in a very, very large backfound
* Backgounrd: Very big background(which is impressive) but repeating smaller backgrounds might be better
* Mario moves left right as per animation ( good)
* Screen blitting is smooth

Things to consider

* In depth sense: consider blitting objects with a precedence depending on their yposition. For instance, If mario is going under the tree, he should be blitted after the tree, and vice versa. This way depth perception real
* Water beneath the tree: the shadows seem like a water body. Particle effects could be used
* Shadow/footprint trails of mario could also make it coolder
* Particle effects around the tree might add more life and make sure that the game has not frozen.
* Alternatively, stop state animation on Mario might also serve as a “game-stuck” checking mechanism
* What heuristics are you going to use to follow Mario? Manhattan could be easier if less pathing is preferred. Euclidean might me better however.

**Mario Plus**

Commentator: Nobel

Developers: Will , Armondo

Things to consider:

-Two screen multiplayer; This is slightly confusing at the begninng, but makes sense at the end. Perhaps try consider using a minmap or socket programming to make it cross over two computers.

-Single Multiplayer: Very good controller system. Sometimes, jumps can be hard to envision, so shadows might help. Moreover, some jumps might be hard to do.

-Controls: making the B button the control might be a bit ambivalent for both jumping and menu selecting. Try to make jump the up key in the joystick.

-In the menu, try to make it such that the arrows are clearer onto what menu

-Tutorial option with which sign corresponds to what might be better.

- Die amination of Mario might be further continued ( with sound maybe) as sometimes, I am not sure if he died until the game says game over.