Report 1

One element that I enjoyed from the game was the effort in the design. Each sprite in the game was created from an edited image, creating an intricate atmosphere of aesthetic appeal. In addition, the images were thematically synced while employing a variety of shapes and sizes with unique colors and designs. While playing the game however, some of the buttons would spawn objects that would be immediately collected by the player. Sometimes, the user couldn't see what object they were collecting and would have to look to the inventory to see what changed. One change that I recommend to improve the game could be adding a small delay to the collecting of objects, ensuring that the object did not spawn on the player, or adding a noise to make sure the object was collected.

Answer to Report 1

I moved around buttons to make sure that the object would not spawn on the player itself. I also added a noise to make sure that the user knew that the object was picked up

Report 2

I really enjoyed playing this game. I haven't played many games made in Java, so this was a nice game to play. It was very creatively made with a lot of effort into the design. There are a lot of scenes and it makes the game very interesting. I love the supercars :). Unfortunately, I was unable to beat the game because there is not enough health for the user to make it through the game. I'd suggest adding more health bars and adding a few more food items to make the game a bit easier.

Answer to Report 2

I changed the health to 20 from 15, and I added more food items. Also upon picking up one food item, instead of adding 1 health, I am adding 2 health bars to the Stack.