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Period 1
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Testing Report

Jonathan Liu:
The graphics in this game are very cool and pleasing to the eye. I especially like how the health bar turns red to indicate damage and the automatic water/lava generation (which is really cool!), and also the grass "texture" (varying shades of green).
Things to improve:
- When players receive damage, update the health on BOTH player's screens
- Make players more than one shape (I believe this is one of the lab requirements), and make the red player a different color because right now he blends in with the lava.
- There is a weird runtime bug where the player gets stuck when they move between two obstacles.

Response:
Thank you for this excellent advice, Jonathan. I made sure to fix all problems listed! It took me a while to figure out the random generation so I'm glad you thought it was cool.

Gaurav Singh:
The game is really interesting with the changing obstacles. What I also liked was that each player is immune to one of the obstacles. This gives another dimension to the game. The sounds are really nice. The custom graphics that show announce the win and loss are really original.

I noticed that sometimes the game did not end even though all the coins were gone. You may want to check why that happens.

Response:
Thank you for your feedback. I found the issue and fixed it. The game is running smoothly now! I spent a lot of time on the end game graphics so I'm glad you liked them. I got the idea of having one player be immune to one type of block from an old game called "fire boy and water girl."