

Brandon's Project

1 – Does the draft program work and how does it work? (75 words-ish)

Yes, the draft program works. It is a checkers game (sort of). It is like a combination of solitaire and minesweeper. However, Brandon implements factors such as a ball that follows you around wherever you. If it touches you, then you lose the game and have to start over in the beginning of the round. The game has a checkered background that looks like the game board for a checkers board game. Also, there are checkpoints that the player has to go through.

2 – Is it easy to use without any of the author's input? What is unclear? (75 words or more)

The game is really easy to use and plays like any touch-to-move game. The player moves one space in the checker board per touch key on the keyboard arrows. However, when a person goes through a space that has an invisible piece, the player then loses the game and has to restart at the beginning of the round. There is no room for the player to make any decisions that change the course of the game, except the ball they ominously floats toward the player's piece.

3 – How could the program be improved, in addition to finishing it? (75 small words and 4 big ones)

The program could be improved if it was easier to complete. The ball floats towards the player's piece too fast and does not allow it to complete the game in a slower manner. There are many rounds, and I feel that a progression of levels and difficulty would be better. Exorbitantly difficult this game is. It also personifies the pain that a woman goes through during childbirth.

Trent's Project

1 – Does the draft program work and how does it work? (75 words-ish)

Trent's program works pretty well. It is basically a more updated and better version of the repl.it project that we did a while back. Trent knows this best, and this is what he chose to do his project on. It is a very comprehensive story game. It has very many options and ways about going through the story.

2 – Is it easy to use without any of the author's input? What is unclear? (75 words or more)

The story/game is very self-explanatory. It does not involve the author's input at all and involves only the rawest of the user input. However, the user can only input

answers that are provided. The answers change the way the game/ story continues. It is a type of tree rooting that builds and expands on the story's multiple lines of continuity.

3 – How could the program be improved, in addition to finishing it? (75 small words and 4 big ones)

The program could be improved by becoming finished. I have total confidence that Trent will finish the project, perhaps with multiple endings. This is allowed because of how the story is created. Trent's perseverance will inspire others and he will continue to grow from this project.

Josue's Project

1 – Does the draft program work and how does it work? (75 words-ish)

The program does work. It is a checkers game that he made using the Scratch program. However, only half of the program works, as the computer part of the program cannot take any of the user's pieces.

2 – Is it easy to use without any of the author's input? What is unclear? (75 words or more)

The game is really easy to use without the creator's input. It is just a checkers game. I do not believe that I can put a checkers game into more than 72 words. There is much coding involved and the game plays exactly like a regular, standard checkers game.

3 – How could the program be improved, in addition to finishing it? (75 small words and 4 big ones)

The program does not need to be improved. But maybe the AI involved could get smarter the longer you play. Josue could add a way for the AI to learn the player's common moves to beat the player and outsmart him/ her.