Feedback Synthesis:

- Make more use of the analog capability of the IR sensors (and consider ultrasonic)
- Fun controls will make the game - consider wider range of movement
  - Consider visual and physical aspect of controller to make them interesting
- Consider not only enemy avoidance but objective collection
- Theme-wise, a majority of votes for sci-fi, with several tied at 3 votes
- Focus on the input or the graphics, not both
- Random level generation would keep the game from becoming algorithmic
- Consider a 'top-scroller' as opposed to side-scroller

Critical Reflection on Process:

- We should come to reviews with a more singular focus that we want feedback on
  - We would have done well to have more, and more specific, questions.
  - I'm uncertain how I felt about our description of our project. Future descriptions will likely focus more on whatever aspect we want to focus our feedback on.
  - We didn't know how much time we would have, so we had a fairly vague agenda
    - We did want to put most time into feedback/questions, which did end up being the case
  - We didn't exactly answer all the questions we wanted to ask about architecture, since we did end up being most concerned about the game itself and how people would want to see/play it
    - We ended up being very focused on player experience, and less on the actual code. This is somewhat good, since the class is more representative of our players and we want to make sure our game is interesting, but we should make sure we get all-around feedback across the project.
- Our presentation format was decent, but may be adjusted
  - Once we have more visualizations existing, slides will be useful
  - People mostly just answered our survey questions during the discussion time, which meant we only got one set of feedback between the two forms. Having different questions, or guiding an in-depth discussion on one specific point, may be more useful in the future.
  - Open discussion across the survey questions seemed to work well. We can test different feedback formats, but this can be a good default.

Day-of Notes Dump:

- Consider using the distance away from the sensors to map to locations on screen
- Arduino feeds to python, not the other way around - no need for both ways

- - It's reaction only
- Peter has done arduino/python before, attack him for help
  - Look at port with pyserial
- Yes, we do have arduinos and sensors
- Whack-a-mole
  - Leaning over all sensors issue, no.
- Debounce IR sensors; one hit hits once
- Why IR?
  - Not camera; faster
  - Still unique; not buttons
  - More space out there; so far it's still just a button in use case; IRs are analog, so take advantage of it.
- Focus on either the input or the graphics; not both.
- Combination of game types;
  - Gravity from Mario, jump and sound
  - Combine with different games to make unconventional
  - Take key components, each of which define a game, to make it better
- Random generation would be important and good
  - Else can learn a procedure to clear level
  - Keep sure of failsafes in randomness; still possible
- Topscroller instead of sidescroller; low gravity

- Survey feedback:
  https://docs.google.com/forms/d/e/1FAIpQLSfodFv0ksqzHnq05Sa0ZwxzeIs9v2407oZKD
  RHFTWAQ5oFMXQ/viewform?usp=sf_link