**Feedback we Received on our Snake Game**

Overall the variant of snake very fun. The idea of delaying the extra pieces that spawn behind the player as they pick up the pellets is incredible. This mechanic requires the player to think about how their actions will affect how the pieces move and adds an extra layer of difficulty to Snake. The game does need to be refined a bit, whenever we went off screen the game would count it as a game over. Maybe add some sort of power ups or pellets that do interesting things. However, the core gameplay is great so the game has a lot of potenital.

* From Walter’s group (We didn’t catch his last name
* The variant that they are reviewing has actually been scrapped because we found another team had the same idea for their variant of snake.

"My group played a Snake clone that was well-constructed, with tight controls, albeit with weird glitches and spotty hitboxes. The variant they had was to have the pieces that follow behind you be more spread out, and to generate more spots that kill you per food eaten"

* Valentine Feist’s group
* The variant that they are reviewing has actually been scrapped because we found another team had the same idea for their variant of snake.

**Our Feedback**

Asteroids Playtesting Review:

Makers: Walter’s group (did not catch last name)

1. Advantages: Playing the game, I was mostly impressed by the physics aspect of it. Whenever I moved my ship and stopped, it didn't just stop. What it did was it deccelerated depending on the speed of the ship. The faster you were going, the longer it takes you to come to a full stop. The last advantage to the game was its use of sprites as a part of game mechanics. For example, when you shoot an asteroid, it doesn't just blow up. It eventually blows up when it's small enough, but shooting an asteroid converts it to 3 smaller asteroids. Then, shooting that converts to 3 smaller asteroids and then eventually blowing up. In other words, the decomposition of an asteroid into a couple layers of smaller asteroids before finally exploding was great.

2. Disadvantages: There were a couple of things I thought could use some improvement in the game. Very first thing that came to my mind was the color scheme. The ship was green and the background was gray. The asteroids were fine, but I thought a bit more creativity on the coloring of the game would spice things up. The main one was that I didn't really see much of a difference in this game compared to the original game. It was pretty much a clone. I thought this remix could have used 1 or 2 add-ons to differentiate itself from the original game. Maybe adding power ups, a boss asteroid, or a two player mode would work.

With some add-ons, this game looks promising!

That's the review I wrote for the same time when we played their game

Game: Snake

By Taha Zaidi’s group

Review: We ended up playing the Snake game for one team. What we liked about it was that more colors were incorporated besides a simple black background and white Snake. Also, the game was smooth in a sense that the snake grew when eating the apple and made proper pivots depending on the turns made. The color advantage of the game was pretty much also its disadvantage. The background was pink and the snake was blue. I think the pink used was too bright, which somewhat distracts from the gameplay. It's a bit irritating on the eyes. The snake being blue didn't help much either. I thought that the colors chosen should go together. Maybe navy blue background and white or green snake

Another disadvantage of the game was that whenever the snake went outside the window bounds, it never went back around to the opposite side. It would just keep going off screen. The snake should be able to loop around the opposite side when out of the window. Things like power ups or any other unique feature should be incorporated to make the game more differentiable