Pre-Review
Creator’s Name: __________________________________

One thing I want feedback on is… Is the shaking a good amount, or should it be more or less?

Reviewer Section
Reviewer’s Name: _________________________________

<table>
<thead>
<tr>
<th>Questions</th>
<th>Rating</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>There is at least one sprite that responds to user input (eg. keyDown, mouseDidMove).</td>
<td>![Circle] ![Cross]</td>
<td>It uses mouseDidMove.</td>
</tr>
<tr>
<td>The program updates at least three different sprite properties in the draw loop (eg. sprite.x, sprite.scale, sprite.visible).</td>
<td>![Circle] ![Cross]</td>
<td>It updates rotation, visible, and scale.</td>
</tr>
<tr>
<td>The program uses at least one conditional that is triggered by a variable or sprite property (eg. sprite.y &gt; 300).</td>
<td>![Circle] ![Cross]</td>
<td>It is triggered by a variable, but not a sprite property.</td>
</tr>
<tr>
<td>The program uses the counter pattern to change a variable or sprite property (eg score = score + 1).</td>
<td>![Circle] ![Cross]</td>
<td>It is the bike.</td>
</tr>
</tbody>
</table>

Free Response Feedback

I like... I like the images and how you have to shake the present to open it.

I wish... I wish the dog didn’t change shapes so fast because it’s hard to see it.

What if... What if the present also changed x and y so it was moving when it was rotating?
Creator's Reflection

1. What piece of feedback was most helpful to you? Why?

The idea about also changing the present’s x and y when you shake it. I like that because it will seem more like shaking.

2. What piece of feedback surprised you the most? Why?

I was surprised that they didn’t like the way the dog got bigger and smaller. I really like it and I think it looks cute.

3. Based on feedback, what changes will you make to your interactive card?

I will change the present so that it has a random x and y when you shake it.