

Query Quest Shortcomings Wishlist

1. More Levels

- More levels would allow us to better space out the lessons we are teaching students.
- More levels mean more lessons to teach.
- More unique and challenging levels to keep students entertained.

2. Use our own assets

- Due to the time constraint, we didn't have the chance to create our own assets to use for the game.
- Creating our own assets would allow for the game to be more unique. It would help it have its own identity.
- It would also help it stand out more from the other 2D platformers that use pixel art.

3. More Interactive Lessons

- Instead of only being quiz notes and questions, we'd like to make it more interactive.
- Maybe photos, videos, or gifs to demonstrate how to use what we teach on an actual database.