How did you feel about the shop system?

Archie: A lot more crisp than last time

Trey: Works well and is seemingly balanced, could use some visual tweaking to be a little less cluttered.

Do you think there is anything that we could change in the shop to improve the game?

Archie: Change the color of the font or change the color of the room. Makes everything more distinct

Trey: What Archie said.

Does the game handle well?

Archie: A little slow at first, but it got better, I especially enjoy the double shooting from ‘F’ and Left Click

Trey: It feels fine. Sometimes I feel like the mouse gets a little funky, especially when going from shop back to the game.

How do you feel about our use of animations and particle systems?

Archie: The gun animations are great :D

Trey: It all looks really good!

What would be one thing you would want changed to improve the game?

Archie: Make the money more noticeable, I didn’t know if I was changing anything until I was already shooting and saw the money changing, also add the numbers somewhere to know where to change guns

Trey: I agree with the money thing. I also think that a target that moves could make things neat.

Maybe more actions to do; fight NPC’s or something