**FeedBack Form**

**Areas of improvement:**

* Organization.
* Roles.
* GameMechanics.
* Graphics.
* Player Controls.

The game is currently just a shooting demonstration where the user can shoot the gun at a stack of blocks.

This shows the use of simple object pooling, simple colliders, rigid bodies and simple UI.

The game is lacking a lot of features as it was rushed and could be done to a better ability.

The group was busy with other projects and felt as if this project was becoming neglected.

**Testing:**

We have tested the game in both VR and PC with the result being a functional game although containing noticeable bugs such as the bullet occasionally clipping through game objects and not being able to shoot on PC aiming at certain points.

**Bugs:**

Collision bug could be fixed by slowing the bullets velocity down or updating the collider continuously.

Shooting bug is caused by the way i have the PC version programmed which is using a ray cast to get the position in world space from the mouse pos and if the user has the mouse somewhere the ray cant hit any game objects the line of sight won't be updated.