Dear Beta Tester,

Welcome to the Heavy Danger closed Beta! You should be getting an email shortly from FlashGameLicense.com, which will make you an account and give you instructions on how to access my games. Use the FGL account to play the beta at your leisure. This testing event is primarily being held to balance gameplay, check performance, and get feedback on various features. This is a beta so keep in mind that bugs may be present and certain assets are not included yet. By participating in this beta you will be guaranteed access to all future Bad Bear titles before release and you will have your name put in the credits of Heavy Danger! I’ve put together a couple of questions that I ask you to fill out and email back to me by October 4th. Any feedback received after will probably not make an impact on the game and your credits will be removed. Feel free to email me during the beta event to point out a bug or two. I will be making patches during the beta period implementing your changes, which I will update you on via email! Thank you for your time, and I hope you enjoy!

-Nelson Scott

Notes on Beta Version 1:

* All characters dying goes to the game over screen, which isn’t complete yet, so you will have to restart the game
* There is no ending to the game, it just sort of stops
* Performance issues may be present on below average computers. I will continue to optimize further
* Graphics are not complete at all, waiting for artwork to be completed
* Sound effects may not be present for certain events
* Goes up to wave 20, there will be 25 waves in the full game, a typical playthrough is targeted to be a little over an hour
* There is a story and there are cutscenes in the full game, they are not present in the Beta

Questions:

1. Upon starting a new game, how did you feel about the tutorial? Did it present how to play the game in a clear way? Are there any additional instructions that you think should be included?
2. Who was your favorite character to play as? What was your play style like?
3. About how long did you play for? Did you complete the game?
4. Were there any bugs that you encountered? Be specific because the more info you give me, the easier it will be to pinpoint the problem.
5. Were there any parts of the game that you found tedious or annoying?
6. How did you feel about the difficulty? Did a certain wave give you trouble?
7. How did you feel about ammo? Were upgrades overpriced? Did you feel like a certain character was underpowered?
8. What features would you like to see in a sequel?
9. Any other feedback?