Questions for CIT 447

1. How do you feel about the Equipment UI
   1. Could it be more verbose? Or is it fine with how detailed it is atm
2. With regards to gameplay would you rather be on the offensive side of play, or would you rather be defending.
3. What kind of locations would you like to see in the final build
4. How do the level layout look?
   1. Do they have enough space to play around in?
   2. Does it make sense?
5. Can you understand the game’s goal without us explaining it?
6. What kind of guns do you want to see?