Cole Park and Van Park

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CSC 378-03

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Questions

1. Does the game have a promising story given by the introduction text ?

2. Do the current game assets seem appealing and fit the setting described in our story?

3. Is Character movement and shooting is smooth and enjoyable?

4. Does Enemy Pathing and Combat Logic works well?

5. If items/upgrade, more enemy types, 7 more rooms, and a boss fight was added, would the game feel complete?

6. What are some major features that would significantly improve the game if added?

7. What specific features or implementation was not received well?