

Ki Hong Son

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<https://sdavid0029.itch.io/space-invade>

@ggez

Game bug (lost bullet)

Game volume is way too loud

Issues with the audio menu

Issues with resetting bullet capacity

Interesting powerup idea (probably needs more + variants)

Drop rate may be too high

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[Game Link](#)

Notes:

- Super hard to see.
- Scale up the window
- Has a 4k monitor so window is super small
- Randomize movement instead of attempting to do path tracking???
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