The platform I used to play this game was PC.

The object of the game is to go through all 5 stages of grief and collect orbs to unlock new abilities to help you fight through each stage making it through to acceptance.

Three things I liked was after figuring out the controls they were very simple and easy to use, the second things were the art style and the color coordinating to the theme of each level was a good visual, the third thing is how different music notes would happen when you shot in different themes.

Three things I didn’t like was the shooting being just straight up, the second thing is I didn’t understand the game very well it was basically just shoot till the end, the third thing about the game was that they don’t mention they have left shift was to decelerate.

The first reason why is because the game is super easy to play and beat, the second reason is the art style is very visual nice and appealing to look at, the third reason why is it is original and new from what already in the gaming market.

Based on your own observations, create a written plan for modifying the game. This document will serve as your Game Modification Plan.

Your plan should include the following in paragraph form:

● Re-write the main goal of the game.

● Describe how you would improve the game. Be as specific as possible!

● List three reasons why your ideas may not have been implemented by the original designers.

● List three reasons why you think players would like your changes.

● List three reasons why these changes would be difficult to implement.