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.

While going through the five stages you would have to complete a certain trail applying to the differences in the stages and beat them by overcoming the ever-growing emotions or return to the begin for failing to grow beyond the emotion that has consumed you and drove you insane.

By adding in more challenging ways to pass each stage with corresponding challenges like for anger there should be quick aggressive but weak attacks starting out fast but as you get through the level collecting orbs the attacks then slow down and start to increase in health as they aren’t encouraged by the wraith of your anger and slowly become peaceful creatures that play calming music, and for depression make a path of light that is hard to stay on and every time you enter the dark void your orbs slowly get sucked away and restrict your vision by making the screen darker while the creatures of the abyss shotting at you slowly while you are alone but collecting a light buddy with make their attacks even less frequent.

Reason one is that maybe this wasn’t the type of game they were going for and maybe just wanted a peaceful and visually enjoyable game. Reason two could have been that it was too hard to implement without changing the main purpose too much. Reason three perhaps was that these weren’t any ideas that the original group came up with and they were satisfied with how they already pictured the game.

The first reason would be by making the stages more challenging it could make the game more fun and engaging. The second reason is that it would get rid of the repetitiveness each of the levels has by just being a hold left mouse and moving side to side avoiding small circles. The third reason must be that people may like the fact that they would have to overcome the different stages and emotions by growing through it and not being consumed.

It may be hard getting it to work with the game coming at the player with a flow of objects and obstacles from the top section of the screen making it difficult to do a path for the player to stay on. The second thing may be that getting the creatures to be not overpowered with the starting parts with them being too fast or strong. The third thing possibly could be that it is difficult to give the player’s character a health bar with how many pellets are shot and how fast the player would get rest.