

*(High) Difficult to shoot virus. Projectile too small

(Low) The target are small to tell they are the targets

(Low) Should highlight the targets

(Low) Shooting while moving is hard to target

*(Low) Make the COVID cells a little easier to see. It was hard for me to see but that might be because my glasses were fogging up.

Solution: Made viruses bigger, thus easier to see and hit

(High) No tutorials, so it is confusing to figure out how to play

(Medium) Not many instructions

*(High) No intro scene is implemented

*(High) I think it would be great to have a tutorial menu and other menus to guide the user

(Low) No hints beside

(Low) Instruction can be given in more detail like which button is for shooting, button selecting

(Low) menus were a little difficult to understand initially

*(High) There's no door indication of what to shoot and for a scoring system

(Medium) There is no proper guidelines for the pilot player

*(High) No message indicating the rule of each player

(Low) Clear purpose of pilot and the shooter acting together is not demonstrated

(Medium) Didn't clearly understand the application.

(Low) Possibly implement a help screen that tells you what buttons to use for what. Also explain the pilot and shooter roles.

*(High) There is no indication from the pilot player's perspective of how to guide the ship to help the shooter

*(Low) Sometimes it was difficult to move around

Solution: added a tutorial screen

*(High) It is unclear to know how the game ends. This should be implemented

(Low) No clear objective. Game does not have natural end

*(Low) The game scene seems a little long so maybe provide a progress bar on timer showing how much you have left.

(High) There's no score to indicate how well the shooter is doing

Solution: Implemented win condition of killing 50 viruses with score tracker

*(Low) as a shooter, I can't tell the difference between the gun and the ship probably need to assign them into different colors

Solution: Changed the color of the gun

*(High) No way for shooter to interact with the pilot

Solution: Implemented voice chat

(Medium) The buttons should always appear in front of the user

(Medium) Trouble finding the menu UI, I was behind the canvas.

(Low) Button text was reverse at the beginning because the character was spawned behind the buttons I think

Bug Fixed

(Low) Exploding part for covid virus implementation should be done to improve the usability

Solution: Explosion Implemented

Issues Not Addressed:

(Low) Spacecraft could have been slowed down

(Medium) I think the UI and buttons in lobby scene can stick to user's view not fixed in world space

(Low) It would be great for each of us to move rather than one person driving

(Low) Scene just a little dark. Can add more light? (infrequent bug)

(Low) Less interactions from user side.

(High) I got stuck in the world (User just needs to turn to get un-stuck)

(Medium) Got stuck inside the red walls. (User just needs to turn to get un-stuck)