**Story**

no story

Not sure what it is trying to say here

not sure how to derive meaning exactly,

**Gameplay/Controls**

Didn’t get to an ending because the levels felt very similar

Took a while to figure out how to fire

Menu controls should match movement controls, was confused when I couldn’t move with arrows

Wasn’t sure how to fire at first

Don’t know if menu needs a tutorial

I could fly off screen indefinitely

no wall on screen

could fly off the screen

you can go off screen and lose your character

I pressed enter on credits and it closed the game, not sure if that’s my fault or the game. Could’ve been my fault.

didn’t know how to fire at first

unlimited ammo, ammo cooldown would be cool

low enemy variety

enemies shoot a lot of bullets, not sure if its intentional

consider changing bullets with laser?

as mention before tweaks to the fire rate could be interesting

Didn’t know how to shoot at first. Once the control button works, I imagine that’d fix it.

different weapons

Level progression (Easy transition to Difficult)

~~bullets could have a varied rate maybe.~~

Alternate fire could be cool

Power-ups or picks up to slow down enemies

Turret would be nice

**Graphics/Sound**

bullets are pretty huge

no sound

Sound effect Bmxr sound Program

**UI**

Didn’t feel a sense of accomplishment for going through the levels

mini-map perhaps

Took a while to figure out how to fire

Menu controls should match movement controls, was confused when I couldn’t move with arrows

Wasn’t sure how to fire at first

Don’t know if menu needs a tutorial

I pressed enter on credits and it closed the game, not sure if that’s my fault or the game. Could’ve been my fault.

didn’t know how to fire at first

I think you should also maybe consider adding in a sort of victory screen. I got to level 3 and didn’t even notice because I was focused on the screen.

I would recommend have an indicator to where the enemies are and larger icons for how many left

Credits would be nice, love to read names and know who made the things :)

As you probably are aware trying to see the controls crashes the game

Any main menu button except start quits the game.

Didn’t know how to shoot at first. Once the control button works, I imagine that’d fix it.

**Compliments**

Loved the bullet swarm the drive and shoot mechanic were good

Tracking missiles are really well done

AI seems good

bullets are pretty huge but overall, I like the art style you’re going with

I think the way you got the other ships to attack you and fly around on their own works really well

but I did find it fun to play!

Credits would be nice, love to read names and know who made the things :)

The moving around constantly is fun, and the fighting is challenging enough to keep me engage

The spacecrafts look good.