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| 1. Is killing the enemies satisfying? | Nah mate, don’t seem to take damage until they disappear |
| 1. Did the silly tone come across? i.e. were you aware you weren’t meant to take anything seriously? | Aye it seemed like banter |
| 1. Was the game too easy or too hard? | Too Hard mate, enemies barely die and its possibly hard to aim? I couldn’t tell |
| 1. If yes, then why? |  |
| 1. Does the time limit force you to rush or did you just ignore it? | I mean killing them all in the time frame seemed impossible so I ignored it |
| 1. Are the gaps between waves long enough or do they slow the pace? | Nah mate too short, I just had a wave of enemies after me |
| 1. Would it be more engaging with a faster attack speed and more enemies? | Enemies could probably do with less health |
| 1. Were any sound effects out of place or irritating? | Nah they were all banging |
| 1. Did you like the music variety or should I have kept a more consistent sound? | Nah it was banging san |
| 1. Any suggestions for a better title? | What even is the title? |
| 1. Would you play it again? | Aye if enemies had less health (also maybe bigger bullets?) |