James' Feedback:

Great little game could use some 'gaps' in the action though it's relentless

Response:

Idea:

- Use clocks to add more rhythm to spawn rates adds variation
- Perhaps a space invaders deal, wait for all enemies in the array are turned off, before turning them all on again.

Was unable to implement ideas because of time restraints

Ashley's Feedback

1. Can leave the screen by going to the top right of the screen, letting go of the keys and then holding up/right. If you do this to cheat your way to the boss, the turrets sometimes detach from the boss and don't move/shoot.

2. Lots of random damage when no bullet has hit the player ship and points being gained for hitting nothing. Seems to only happen after restarting the game in a single session.

3. Enemy bullets just disappear sometimes.

4. Boss collider too big? Player takes damage for being nowhere near it. - 4900 points gained for defeating a turret, no extra for actual boss defeat.

Response/Action Taken.

1.
    a. I have found the bug that allowed the player to leave the bonds of the screen on the top right and have implemented a if the players y position is more than the screen height, then make the players position y = screen height.
    b. As for the cannons moving out of sync with the boss, I have implemented a matrix hierarchy with the boss as the parent and the cannons as the children, so they should no longer move out of sync with one another.
2. In response to damage being done from hitting nothing I have implemented a bool to check if the bullet exists or not before checking collisions
3. Created a check to make sure the bullets weren't already in use before firing them again, which seemed to be the cause of the vanishing bullets
4.
    a. I am unable to recreate this issue as the boss turrets are the only objects with colliders and they only respond to player bullets.
    b. Fixed the score issue by moving some code out of a function and directly into the update function. Not sure why it was being skipped but it was.

Nichole's Feedback

- Health not starting at 100% when restarting game.

Response

1. I am unable to reproduce this, I have made a few changes since the submission of play testing, perhaps I have fixed this while fixing another bug.