

Game Testing Feedback

Name *

Ashley

Can the play leave the bounds of the window?

☒ Yes

☐ No

Are Bullets randomly vanishing ie. without collisions?

☒ Yes

☐ No

Health loss correct, big bullets more than small

☒ Tes

☐ No

Does the score increase correctly, ie. big ships 40pts, small ship 20pts, and boss defeat 2000

☐ Yes

☒ No

Does the pause menu toggle off using esc key

☒ Yes

☐ No

Does the game restart properly using the exit game from pause and start game from main menu

☒ Yes

☐ No

Other feedback

- 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.
 - 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.
 - Enemy bullets just disappear sometimes.
 - 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.
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Game Testing Feedback

Name *

Nicole

Can the play leave the bounds of the window?

☐ Yes

☒ No

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Health loss correct, big bullets more than small

☒ Tes

☐ No

Does the score increase correctly, ie. big ships 40pts, small ship 20pts, and boss defeat 2000

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Does the game restart properly using the exit game from pause and start game from main menu

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Other feedback

Awesome progress. One thing I did notice after dying and starting again. The players lives were reset but the health started about 1/4 down. This was before the enemies started spawning. Other the that can't wait to see the finished game.

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Name *

James Willmott

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Does the game restart properly using the exit game from pause and start game from main menu

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☐ No

Other feedback

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

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Game Testing Feedback

Name *

Cameron Murphy

Can the play leave the bounds of the window?

☐ Yes

☒ No

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Health loss correct, big bullets more than small

☒ Tes

☐ No

Does the score increase correctly, ie. big ships 40pts, small ship 20pts, and boss defeat 2000

☐ Yes

☒ No

Does the pause menu toggle off using esc key

☒ Yes

☐ No

Does the game restart properly using the exit game from pause and start game from main menu

☒ Yes

☐ No

Other feedback

I could destroy the guns on the boss but i could destroy him. Also each gun on the boss gave me like 9000 points

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Game Testing Feedback

Name *

Harry Halliday

Can the play leave the bounds of the window?

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☒ No

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☒ No

Health loss correct, big bullets more than small

☒ Tes

☐ No

Does the score increase correctly, ie. big ships 40pts, small ship 20pts, and boss defeat 2000

☒ Yes

☐ No

Does the pause menu toggle off using esc key

☒ Yes

☐ No

Does the game restart properly using the exit game from pause and start game from main menu

☒ Yes

☐ No

Other feedback

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