CGP1006M Alpha Test Player Feedback Form

Player’s name: Player’s Signature:

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| Samuel McCarthy Bacon |  |

Feedback Question 1: Is the player ship easy to control (smooth, responsive, appropriate sensitivity to input)? (why/why not?)

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| One thing I noticed straight away was the fact that the game gives off a very “retro” vibe to it. With this in mind, I think the fact that there’s a slight acceleration when moving from still to moving rather than there being just a base movement speed that the ship travels at takes away from the initial feel of the game as a lot of games with similar style to this one have that exact thing, allowing for more possibilities for harder levels whilst also making it so that a player doesn’t feel as though they’re being possibly held back by the slower and less reactive play-style that a player would have to adopt. Aside from that I’d say that the actual responsiveness of the controls is fine and moving the ship across the screen feels smooth and satisfying. |

Feedback Question 2: Do you think the speed of enemy ships is appropriate/too fast/too slow?

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| I feel as though the speed at which the enemy ships move at could be increased whilst also lowering the maximum rate of fire of the enemy ships to balance the difficulty that faster enemies provides. The slow moving enemies combined with the quite fast rate of fire of the enemies makes it so that the player gets pressured to the top and bottom edges of the screen, making it feel as though the player is powerless to be able to use skill to dodge the bullets of these enemies, partly due to the fact that the playable ship also can’t directly aim shots outside of a horizontal line. |

Feedback Question 3: Was it too easy/too hard/about right to hit enemy ships with your weapons?

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| I feel as though the weapon the player uses is fine for the enemies the player is facing; meaning that the fact that the enemies don’t move horizontally plays to the player’s weapon only firing to the right of the screen whereas if the enemies could move horizontally it would obviously be a huge disadvantage to not be able to aim your shots as the player in any direction around your ship. Also, I felt as though the actual damage your gun does to the enemy ships is fine, though a health bar would be a nice quality of life improvement. |

Feedback Question 4: Does the game seem too easy, too hard or just right? (if too easy or too hard, why?)

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| The game overall seems quite easy due to the nature of the player being able to retreat to the very top and bottom of the screen to be able to dodge enemy bullets. Having a guaranteed safe-haven in a bullet hell game seems counter-intuitive to the main goal of dodging many bullets with careful and skilful manoeuvring. Also, the “final boss” of the game seems way too easy to be called a boss and feels more like a differently themed level rather than a boss. |

Feedback Comments: Make at least one specific suggestions for improvement

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| * Increase the base movement speed of the enemies. * Lower the rate of fire of enemies and increase the damage per shot of enemies. * Make the final boss harder as well as make the “wall” in the middle of the screen actually pose a challenge to the player. |