CGP1006M Alpha Test Player Feedback Form

Player’s name: Player’s Signature:

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| Thomas jarrett |  |

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

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| The ship is easy to control. Its vertical speed is a little too fast and that makes it too easy to dodge enemy bullets. The ship movements are responsive, but it takes a bit of time after firing for the bullets to start firing. |

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

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| I think there should be more variance in the speed of the ships (for example there could be really fast ships with not much HP and really slow ships with a lot of HP). But overall the general speed of the ships is fine. |

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

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| I thought it was it was about the right difficulty to hit the enemy ships. However I feel like there should be more variance in the size of the ships. |

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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| I think the game seems a bit easy, but this could be down to the lack of variance in the enemies. If enemies varied more in attack patterns, size, speed and projectile speed, that would force the player to learn how to counter each enemy. This would add an extra layer of depth to the game. Combining this with the game being longer and I think I could be the perfect difficulty. Also sometimes it feels impossible to dodge the enemies attacks. This is due to a combination of the enemies projectile speed and attack speed. |

Feedback Comments: Make at least one specific suggestions for improvement

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| Add HP bars to the enemies. Make your HP stand out more, especially when low HP. |