

Gavin Lopes:

1. As far as functionality goes, It might be helpful to give the player some indication (UI) of how much health they have left.
2. I think it was a little too easy as far as being able to shoot the enemies from a good distance away without having any consequences. I'm not sure how you would accomplish limiting that. You would probably need some sort of script determining range and identifying that an enemy was within that range.
3. There was a definite distinction between the enemies, which I liked. Once I got used to the initial enemies I was considering that it might become easy if they all acted like that, but the orange ones were a nice change of pace.

You did a great job of communicating the theme of your game, though! I had a lot of fun exploring.