Feedback after testing:

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| Name | Feedback | Action |
| Jason Mash | Really like Nightfall, it's got a great name and runs really well as far as I can see. You need to distribute it better, the sound files shouldn't be in separate folders - can you compile it into an exe? When the shooter was facing a different direction from the approaching target I couldn't hear anything - I don't know if that was intentional but closing my eyes like a blind person didn't help. More instructions would be useful. Apart from that it looks like it could become a great game, I especially like the different types of guns and how they play differently. One tiny thing, I'm questioning the point of having pictures of them considering the target audience is blind! | Will work on adding a tutorial.  The lack of radar from behind was intentional, will need to make that clearer.  The distribution problem is an issue, but does not need to be fixed any time soon.  The pictures are for the sighted audience of the game. |
| Joe Bridges | I enjoyed your game, but would like to be able to see the sniper reload time, or have some indication of when it is loaded. Also are you supposed to be able to shoot in multiple directions or is that with the mouse control which you will add later. Apart from that it's fun. and the difficulty scales nicely as score goes up.  Add a tutorial, and sniper reload and its 10/10 | Adding in a reload timer for the guns, especially the sniper, exposed a bug that is wasn't a timer until you could next fire, but how many times you pressed the fire button. This is added and the bug fixed.  The controls for rotation were put in the ReadMe, which apparently wasn't read. Adding in a tutorial should make it more obvious. |
| James Pete Pt | So just had a look at your nightfall game.  It's really good.  But do you have to use wavs? They take up so much room! | Wavs are needed because they are what Java uses, and they have the best sound quality, which I think is important in an audio game. |
| Ryan Morrison | I have no idea what I'm supposed to do and I keep dying. Perfect simulation of what would happen if I ever actually found myself in a gunfight, 10/10.  Small problem, if spamming space when about to die, it instantly restarts the game removing the ability to switch guns or see stats. | Once again, a tutorial is probably necessary.  Added in a short timer before allowing you to restart to stop that being a problem. |
| Matt Smith | It needs sounds when bumping into walls to reduce confusion. If a more complex map is added it needs compass sounds to so you can know what direction you are pointing in. Sometimes an enemy respawns directly next to you, so you can't do anything about it. | The wall and compass sounds both are planning on being implemented. I am also planning on completely revamping the enemy's mechanics, includeing spawning. |