

User Feedback(The first number in the square bracket refers to the cross-play feedbacks included in the User Testing Report)	Fix in the Game	Ticket #	Pull Request #
[1][game balance][game is too difficult]	<ul style="list-style-type: none"> • Power-ups: breaking the Cysts will gives players new abilities(ie. additional health, more powerful bullets) • Level design: easy mode & regular mode • Decrease attack rate of the second boss • Decrease dash rate of the second boss 	88,89, 146, 171, 90	
[9][game balance][the boss felt too easy]	<ul style="list-style-type: none"> • The boss is now hard to fight if the player doesn't have any abilities(ie. Sword, dashing effect) gained from the breaking the Chest • Setting the variable FREIND_BOSS_DIFFICULTY to be sufficiently high in Regular Mode 	90	169
[10][game balance][challenging to dodge the bullets from all directions]	<ul style="list-style-type: none"> • Slower bullet speed and larger for better visibility. • Reduced max number of yellow enemies that shoots bullet in the easy mode 		132
[11][game balance][user not having enough of health to survive from the fight]	<ul style="list-style-type: none"> • Breaking the Chest can increase the player's health. • Breaking the Cyst can kill all the enemies around the player before the next round of spawning. • Number of enemies are decreased in the Easy Mode • All enemies are removed except for the boss at start of the boss fight 	171	165
[13][game balance][enemies have too much health]	<ul style="list-style-type: none"> • Level Design: Make the enemies easier to be killed in the easy mode; reduced max number of enemies in the easy mode. • Breaking the Cyst and Chest can add power-ups and abilities to the player. 	171	132, 165

	This will help the player to fight against enemies		
[14][game balance][Viruses too fast and the gun does too little damage]	<ul style="list-style-type: none"> • Breaking the Chest will upgrade the weapon • Decide to not making any change regarding the speed of the viruses 		165

Game Balance Changes Summary:

- Enemies
 - Will make the enemies easier to be killed, so no need for a health bar
 - Remove all enemies at start of boss fight
 - Regular mode: 16 max enemies
 - Easy mode: less hit for enemies to die
- Second boss
 - Decrease attack rate, shoot periodically in intervals/bursts
 - Decrease dash rate a little
- Easy Mode:
 - Maximum number of green enemies to spawn = 3
 - Maximum number of red enemies to spawn = 5
 - Maximum number of yellow enemies to spawn = 2
 - The health value of boss enemy, friend boss, friend boss clone, green, red, yellow and any other enemies are deducted by 0.5 from the regular level
 - The difficulty level of the friend boss = 0.5
- Regular Mode:
 - Maximum number of green enemies to spawn = 4
 - Maximum number of red enemies to spawn = 8
 - Maximum number of yellow enemies to spawn = 4
 - The health value of boss enemy = 1000, friend boss = 259, friend boss clone = 10, green = 150, red = 40, yellow = 50 and any other enemies = 200.
 - The difficulty level of the friend boss = 1