* There are 4 types of enemies that bounce off the bottom of the screen is too much.

If we keep this patterne for 1 or 2 enemies, we must avoid sending them when the player is in a narrow corridor. Because that leaves no chance for the player.

The triangle appears only 2 times in the game



* These enemies have a rectangular pattern, depending on where you are on the screen either you make a hit, or you miss them because you are in a corridor. it's frustrating



* These enemies make a cluster, it's not beautiful and it's too easy to kill its.



* It’s too fast, slightly slower but pattern is good



* Ok



The ball appears too many in the game.

* Do not launch a wave of enemies when you finish the 4th stage.