Feedback Evaluation

From the received play-testing critiques and comments from users, the main issue seems to be that the VR is consistently better. This is evident, from the last question identifying if they would prefer VR or PC. This dictates that overall the experience from the VR game was better than the PC, as well as the given feedback on cursor positioning and enemy speed has been noted. The feedback referring about the input, score, and intuitiveness have been mostly positive with the tests conducted. In future development, the game will feature a faster and efficient way of spawning the enemies, with greater speed. This improvement will prevent the game from becoming predictable with enemy spawns, and all in all more enjoyable for the entire experience.