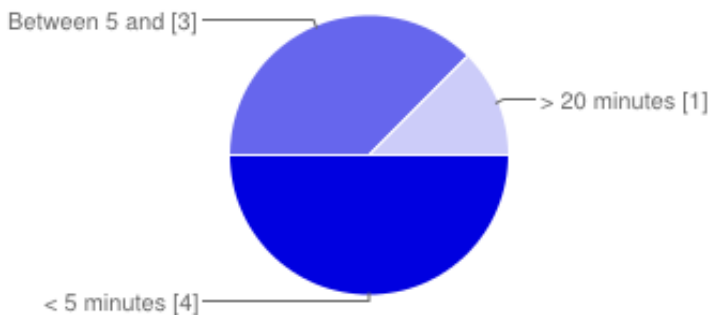


8 responses

[View all responses](#)

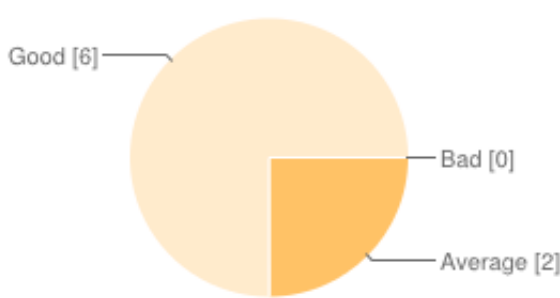
Summary

How long did you play for?



< 5 minutes	4	50%
Between 5 and 20 minutes	3	38%
> 20 minutes	1	13%

How were the graphics?



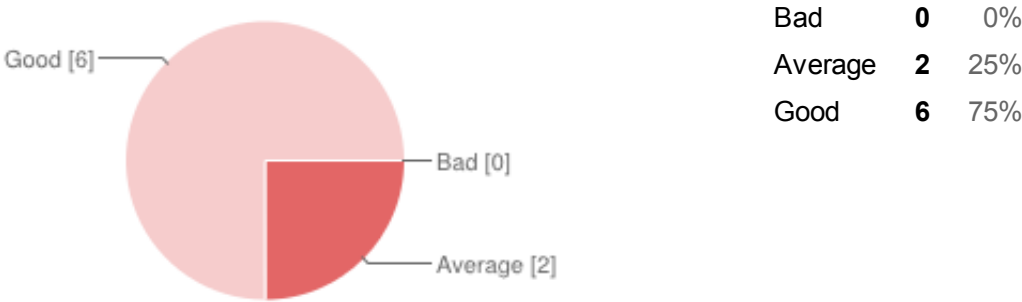
Bad	0	0%
Average	2	25%
Good	6	75%

Are there any areas in which the graphics could improve?

None that i can think of

Different power up texture would be better. More white. Make it look less like an enemy.

How was the gameplay?



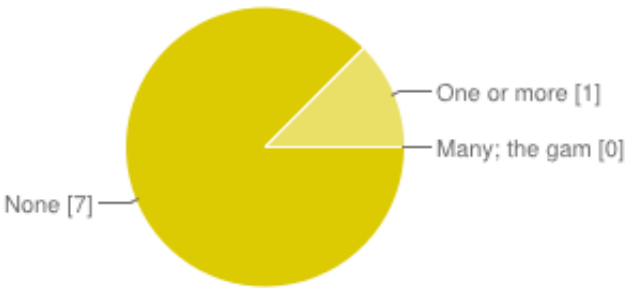
What could be added or changed about the gameplay to make it better?

maybe having health would be dope so you don't die the first time you get hit

None that i can think of

bomb power up react faster, power ups don't always say what you got

Were many glitches or odd behavior encountered in the program?

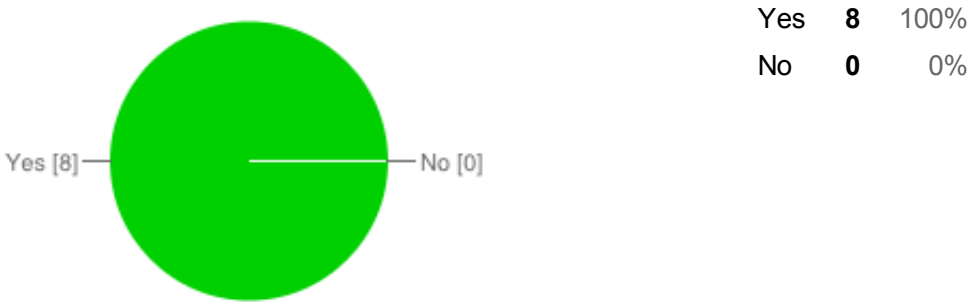


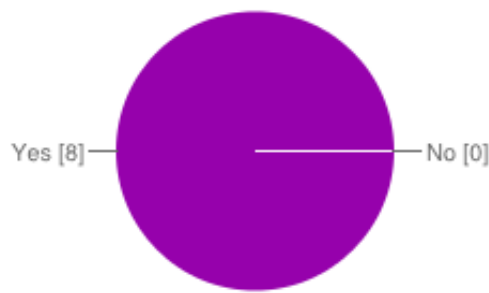
None	7	88%
One or more	1	13%
Many; the game is broken	0	0%

If the answer to the last question was options 2 or 3, describe the glitches encountered.

new power-up spawned after I got a shield that didn't do anything when I collected it

Was the menu navigation satisfactory?

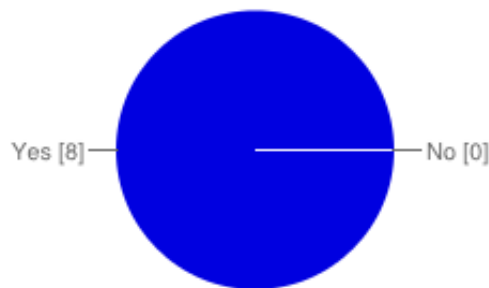


Were the instructions clear and helpful?Yes **8** 100%No **0** 0%**Are there any improvements or additions to the instructions you would recommend?**

No

no comments

Add R/G/B labels to the player color thing,

Was the range of options satisfactory?Yes **8** 100%No **0** 0%**Are there any additions you would like made to the options?**

no

No

Nope.

Maybe move the Color set to its own place so players always get to pick a colour when they play

Are there any changes you would like to see in the game as a whole.

Lower your standards; lower high scores.

Jump scares

make it less shit

faster reaction of the bomb power up

Number of daily responses

