# **Goose Hunt Evaluation**

## **Name:**

Seth Johnston.

## **What did you think about the game?**

Good demonstration of concept, but ultimately doesn’t go anywhere with the mechanics and is quite basic.

## **Did you find any bugs?**

The mouse does not get locked into the screen during gameplay, making it very difficult to balance where you shoot with keeping your mouse cursor inside the window. I doubt this is a feature. Also, the gun model is present on the main menu.

## **What could be improved?**

Make a round timer which gives the player incentive to shoot as many cubes as they can as a challenge.

## **Is the game fun?**

Would be more fun if there were more features, but yes.

## **Did you have any trouble with the controls?**

See above.