Some info to provide:

         OS: Collin used Windows 8.1

         Browser: Collin used Chrome 40

Some questions and things to look for while testing (you don’t need to answer all of these):

         Are you able to play with no issues? We were able to play the game without any show stopping issues.

         Is it easy to play the game? Or did it take you a while to figure it out? The game is very easy to play.

         Where the controls easy to learn? Use? Figure out? The controls are very easy. The team had specific instructions about how to play and they’re very straight forward.

         Did you understand what the point of the game was? Not really. It seems to be some sort of “in the gut” game where you battle against bacteria or something but the point to the game is somewhat ambiguous.

         Did you understand how to play the game? Yes, playing the game is very easy and intuitive.

         What issues/bugs did you run into?

Collision detection was not right. The hit zone for the player is too small and this allows the player to get entirely too close to other objects in the game.

There are some odd lighting issues with the background walls. They seem to randomly lighten and darken for no reason.

The player has full range of motion on the bottom of the screen but the left/right motion is pinched a bit by the time the player moves toward the top of the screen. It is unknown if this is intentional or not.

         Are you able to reproduce the issue/bug you found? Yes

         What would make the game better? It would be better if it were fleshed out some more. The game, as presented, was fairly basic but showed promise. One area for improvement would be to incentivize the player to shoot at enemies – perhaps by awarding points or giving out power ups.

         Graphics ok? Needs work? Missing? The graphics were of high quality for the most part. The enemies and player are well defined, especially the boss enemy. But, the explosion effects are too large and distracting. Also, the background is very washed out and pixelated.

          Why does the game suck? There wasn’t much of a game just yet. There is no incentive to play the game because one can hide in the lower right corner and not have to shoot anything until you get to the boss. At that point the boss cannot hurt you unless you ram it. One gets nothing for shooting the non-boss enemies.

         Why is the game good? At this point it isn’t great but it shows potential. The idea is sound and could easily lead to a good game.

         Was there sound?  Music? There are sound effects for shooting but no music.

         Did the game crash? Freeze? The game never seems to crash or freeze.