**Usertesting Feedback**

**Satanic Bird Cult**

**05.02.2021**

**Optionals** & **Must fix**

* Invisability Bug

Sometimes when player is too close to a bird and he shoots, both bird and dagger get invisible. Sometimes player gets invisible too.

* DashRange & Cooldown Optimization
* Shooting Direction
  + Visuals for shooting direction.
  + Shooting direction = running direction.
  + Shooting can be chargeable.
* Implement Rumble Feedback
* make clear in description that the pentagram to shoot is the one on the walls and not the one in the middle.
* implement a 4-player mode (maybe 2 vs 2)

Own Goals:

* Stable Version, no Errors.
* Make it more clear and easier how aiming/shooting works.