## Playtesting Feedback

*Fred Wright:*

Camera movement needs to be smoother; more responsive

Liked AI tracking

Second level HUD wasn’t working

Doesn’t like bullet collision cancelling each other out

Not noticeable difference between guns when they are switched

*Fabian Mazurek:*

Camera movement needs to be smoother; limits Field of view for the player

Likes the aspect of dodging bullets

More levels

Would be better suited on mobile

No sound

*Petrut Vasile:*

Camera isn’t keeping up with the player character movement

Didn’t notice weapon switching

Collisions don’t represent the object being displayed

*George Heath-Collins*

Player was able to outrun the camera

Different weapon didn’t seem to change any gameplay

Collisions seemed a little ‘sticky’

Enemies were hyper aggressive

Movement didn’t seem to be twitchy, and so I felt that dodging bullets seemed sluggish

The carpet in the first room was uncomfortable to look at when moving, but maybe it was due to the camera resolution

HUD disappeared during the second level (Maybe I just didn’t notice it?)

The main menu would work better if the cards lifted a little when selected, as though they were going to be played. Currently, it just doesn’t feel responsive.