According to the play test data (5 other people play tested it) we need to make sure that players know what the controls are I would suggest a system like the Binding of Isaac where the controls are shown on the floor but shielding should be done in a more controlled tutorial this would be best done in a narrow hallway with one enemy to allow the player to see that when used the shield lasts a short amount of time and bonuses bullets back.

The people I asked to play-testers didn’t feel comfortable with recording, but they did say that the basic concept was interesting enough however due to everything being the same color it was a bit hard to track. I’d suggest that as a temporary measure we make the player box green the shield blue and the bullets red until we get the final assets in the game.

I explained to them that the final product would likely contain an endless mode and a basic story as well and for one of them it gave them more enjoyment as they enjoyed that style of game. I explained that the game would have a Si-Fi story that takes it’s self a bit too seriously and this intrigued one of the others.

I believe that in order to differentiate ourselves from the other games that have taken a similar idea we should focus on dodging to facilitate this we should increase the player movement speed by a small amount.