

Experiments	
Evaluate on: Controls	Were the game interactions/transitions appropriately smooth?
Evaluate on: Visuals	Are the game visuals responsive to the game events?
Evaluate on: Gameplay	Was the experience challenging/fun/...?
Comments	<p>Any other thought you want to share with the developers</p> <ul style="list-style-type: none"> <li>- Polygonal collision not very obvious</li> <li>- Move levels would be nice</li> <li>- Description of towers in the beginning</li> </ul>
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