Feedback from playtest

Warm Feedback	Cool Feedback
-Sparkly -Like the co-op -I like the "shooting" element, it looks like a fun mechanic -Looks smooth and movement looks well tuned -Love the player interaction	-Can't really playtest with other ppl UI could be cleaned up a bit, with text not being centerTed -Implement audio? -Different types of enemies? -I don't love being able to see the white background behind the enemies, would prefer transparent background for them

What went well was I managed to get audio working which is something I've wanted to get working but never figured out how until now. Before the player didn't have much visual feedback when they hit an enemy but with sound working the player gets better feedback.The controls for the game feel smooth and allow you to go in any direction without the character stopping. The shooting mechanic is really good and I am glad I made the bullets smaller because it looks a lot cleaner. One thing I went well was using Github has been extremely helpful because all of my code and the different versions of the game are in one place and I don't need to run around trying to manage everything. I can't imagine working on a game and not using some form of source code control. The feedback during playtesting has been extremely helpful because it helps having a fresh perspective on the game. I work on the game and sometimes I can hit a brick wall in development where I am stuck and can't figure out where to go next. With the feedback it gives me ideas on what to work on next. That's one of the downsides of working alone is that you can't bounce ideas off of other people.

What didn't go well was I wish I could've made the aliens a different color so they don't stick out as much. I wish I had learned Unity before coming into this class because it would've given me more tools to aid game development and make it a little bit easier to get everything working. Despite the fact that I don't know Unity I am still proud of the game I made using Java. One thing that I should've fixed was when you hit play again the audio breaks and when you fire at the other person and it hits them the game lags for some reason. I wish I had more time because I have other classes to study for and other projects to work on. Overall I think considering I am by myself and I am not using a game engine I made something that works and is fun but it may not look the best graphically. Unity is something I want to learn going forward and I definitely will look up some tutorials on how to create a 2d game in Unity in my freetime and then maybe I will be able to rebuild my Java game in Unity and use a proper game engine.