

Beta Testers Feedback

"The sooooouuuuunds so looooooouuuuddd" - **Stefan Bernhard**

Hey Stefan! Thanks for the feedback! I've decreased the volume to 50% of its' original value! Sorry for being so loud!

"* more levels: you can separate each row to make them shot from opposite sides of the screen/ *there's a bug occurring at the end of the screen, you can win the game with maximum amount of points by passing on the enemies" –

Beatriz Gascón

Hey Beatriz! Thanks for taking part of your time to write this message! I like your idea for future levels of the game! I'll definitely consider making something similar in the future! Now, about the bug, thanks for catching it! I've fixed it and now the player dies if they get hit by an enemy.

"*You could place a power up in the game, and it could be something that destroyed a part of the enemies" – **Anonymous**

Hey! Thanks for the feedback! I actually intended to implement power-ups at some point in the game so stay tuned!