

Feedback from Tessa:

Your game is challenging and fun- I really liked the back ground and the enemies were difficult to hit. However, there are certainly some bugs that need to be addressed. Some trials had no bugs whatsoever, but others then enemies might freeze or not respond to collision detection. A couple of other things that could be useful with the game play would be to be able to reset the position of the projectile every time you hit the space bar, so that you don't have to wait for it to exit the screen every time that you fire it. Another thing is, when you lose a life, it would probably be helpful to reset all the enemies because otherwise the player might lose all three lives all at once if they miss the enemies going by. All in all, it was a good game though!

Response:

Thanks for the feedback Tessa. I appreciate that you think my background was appealing and I agree that the targets are very difficult to hit. I made some adjustment to address the bugs that you mentioned, hopefully they won't happen again. Also, I appreciate your suggestions, if I have time, I will be sure to implement them.

Feedback from my brother:

Overall, I think that the game is pretty game. Sometimes, it glitches and the projectile goes through the object without making it disappear. The idea is not very creative, but it is cool that you can make a program that does that. I rate this a 7/10.

Response:

Thanks Allan for your feedback. I will have to do some debugging to make sure that it doesn't glitch like you described. I hope to implement some new features to make the game more interesting. Hopefully, you will rate my game higher after I make these adjustments.