

Playtesting:

Test the flow of the game and its difficulty.

Feedback from Carmine:  
- Fantastic!  
- Have extra UI text to tell new players which key to press  
- Show reaction time on screen

Feedback from Tyler:  
- Fun  
- Can game the system by looking at the console window (I mentioned it’s there for debug)

Feedback from Joseph:  
- Needs two player

My revision was to add a secret two player mode for playtesting. You can activate it if you have “Play” highlighted on the main menu and press F3.