Izzy's Space Shooters Feedback Document

Neil's Constructive Criticism

Feedback:

One thing that I noticed is that the player can move off of the screen in the vertical direction. I think that is a minor bug that warrants fixing. Maybe make the targets a bit larger also, as they can sometimes be a bit harder to hit, especially on the first level. Other than that, maybe make it so that the targets cannot move off of the screen… when they do, it is a bit confusing. Otherwise, great job! Looks great!

Response:

In response to Neil's criticism, I made the targets almost twice as big, which makes the game significantly easier to win. I also made it so that the targets are never quite able to leave the screen all the way, which may make it less confusing to some.

Daniela's Constructive Criticism

Feedback:

Izzy I loved the game so much!! Something that was confusing was that there is no special screen or feature that tells you that you have won the game or shot all the targets, so I think that is important. It would also be good if you could have multiple projectiles at the same time (but only if you're going to do that challenge) because the game is pretty hard to win right now. Otherwise you did a really good job and it looks super good.

Response:

I added a "You Win" screen which was important, but I figured out what was preventing me from doing it. And I also made it so you can shoot two projectiles and simultaneously completed the challenge for the final.