

The main change was made to the player spaceship's movement, adding drift and inertia to the movement, giving the player more slippery controls. It makes the controls less immediately responsive, as holding movement controls causes the ship to *begin* to build up speed rather than immediately moving at the max speed in a direction. We also made the camera move with the player sooner to keep the ship more in the center of the screen. These two changes make the movement feel overall more fluid, as when holding down the forward key, the ship takes longer to arrive at the player cursor, and the inertia carries it past the cursor, making a smoother turning arc, especially compared to the wild spinning in the original version. As well as this, the player shots were given recoil, affecting the ship's momentum when firing. In order to better feel the recoil, the fire delay, bullet size, and damage have been adjusted to have the player fire larger shots.

Due to the feeling of momentum we also found that the player has to adjust their cursor around a general area they want to strafe around as well. The free circular strafing around the cursor has been somewhat diminished with this change to movement, but is still possible with greater player involvement, as they have to adjust the cursor and balance their current momentum, rather than just holding the side buttons. Strafing in perfect circles is further challenged by the recoil of the player shots, requiring them to put some attention to timing them as they turn.

Also Jaxon got bored and added a sound effect for the player shots.