Caitlin Mitchell

CS Students (CSS) – Just Shoot

1. Did you enjoy playing the game? Why or why not? (be honest but constructive!)

   Yes! I think this game is so fun to play. I am bad at it, so I just want to keep playing and try and do better. I think the idea of the game is amazing its simple so its easy to understand but still challenging.

2. Is the game visually appealing? NOTE: This does NOT mean it's the color scheme you would have chosen. It does mean that the spacing is good, images are meaningful, text (if any) is readable, color scheme makes sense (i.e., not jarring or random), etc.

   Yes, I like how it was designed it looks like an old arcade game but also futuristic at the same time. I like how it sticks to the theme throughout, every color, font, spacing all goes with the theme.

3. Was it fun to play? Was there at least one motivating factor? (score, win, loss, etc.) NOTE: again, we all have personal preferences. Maybe a shooter game is not your thing, but there's enough action/challenge that someone who likes that kind of game would be engaged. Low marks would be caused, for example, by a game where you always win or lose within a minute, or where you just can't tell the whole point of the game, etc.

   Yes, I have played this game so many times. It is challenging, I keep losing and I just want to get to the next level.

4. Is the game play sufficiently complex?

   Yes, it has bullets that come at you after you shoot, and you have to doge them. Its slow enough where you can get away but fast enough where it's still challenging. I think if it was any more complex than it would be too much.

5. Did you find any bugs? If yes, describe.

   Not that I could find. The bullets seem to only take away lives when they actually hit the player and the movement and clicking works great.