

Did you enjoy playing the game? Why or why not?

I was a little confused how to play at first, but once I got the hang of it I enjoyed it! I wasn't very good and always died by the third level, but I liked that there was no clear strategy so I had to figure it out for myself.

Is the game visually appealing?

I thought the visuals were great. Very simple and clear with everything in the canvas. The color scheme was really neat with all the neon, and I especially liked the background images. Really gave the game a space feel. My only critique is that the "You Lose" and "You Win" text was fairly small, so the Game Over screen looks pretty similar regardless of the outcome. Maybe having the text slightly larger or different images would have made it more clear to the user if they won or lost.

Was it fun to play? Was there at least one motivating factor?

I thought it was fun, but pretty challenging! It seemed like there were different "levels" that got increasingly difficult (i.e. more bad guys), and the number of bullets flying depended on how often you shot at the guys. It would have been helpful if it said what level you were on, or maybe a timer? If the goal is to win using the fewest bullets, that wasn't made clear. Overall, I thought it was fun to play and was sufficiently challenging.

Is the game play sufficiently complex?

Yes, I thought it was sufficiently complex. I liked that it kept track of lives and bullets, so you don't lose after the first hit. It was also cool how the bad guys shot at the same time as the player and aimed at your current location.

Did you find any bugs? If yes, describe.

I didn't find any bugs. Great job!