Prototype Notes taken during process

Core Features:

- Player Something at the bottom
- Shooting gun
- Moving targets aimed at player
    - Die when hit
- Abilities?
    - One making player invincible
    - One increasing bullet amount

QUESTIONS:
- What do you like about the game?
- What do you dislike?
- How easy did u find it to play?
- Did you find yourself frustrated or bored at all?
- What do you look for in a game like this?
- Could you see yourself coming back to this game?
- How long could you play it before feeling bored?
- How was the ability feature?
- What games do you usually play?
- Do you often play mobile games?

PLAYER 1:

SAY
- "Good good good"
- Movement feels good
- Too powerful
- Wanted:
    - Begin menu
    - Respawn
    - Stacking the time for ability
    - Feedback
    - Health bar

THINK
- Thinks the movement is good
- Cared a lot about the score

DOES
- Spammed button a lot
- Moved a lot

FEELS
- Annoyed that cant fully go left and right
- Satisfied with spamming the buttons
- Doesn't enjoy having to restart whole game to respawn
- Score didn't feel like won enough

PLAYER 2

SAY
- The triangles
    - Just lose it after time
    - Forces triangles
- Didnt like pink square
- Fairly easy
- Bored not frustrated
- Wants challenge faster
- Satisfactory, No mobile games,
- Things grow up and get crazy
- A few times come back but would get bored
- Cool to have different abilities
- Prefers shooting
- Prefers spamming then holding

THINK
- Didnt know what triangle did from just seeing
- Wonder if imagining meteor going faster

DOES
- Learned that has to move to survive
- Tried staying in corner and just spam click. Didnt work
- Spent more time moving than shooting

FEELS
- Beginning: Tense to not die
- Sad triangles took too long
- Bored during spaces with no meteors

Prototype 2:

Goals:
- More screens and user feedback for user experience
- Make the score feel more important

Menu Screen!
- Title
- Play Button
- Quit

Lose Screen
- You lost
- Restart
- Quit

VFX
- Meteor
- Getting hit

Change:
- Change movement to go fully left/right
- Increase score / high score
- Add health to player

Prototype 3:

Goals:
- More challenging
- More engaging

Over time amount of meteors falls
- More meteors / changes for sizes as well
- Multi hits depends on the sizes

Challenging
- Increase speed of spawning/speed of meteors after time

Abilities
- A 3 bullet ability?
- Heal (visual change?)

Visual changes:
- Add sprites so its easier to look at