Break Invaders:

* Fun with friends, if a bit crowded, not sure how easy it is to win
* Have to learn colours of buttons
* Green explosion was awesome; promote bristol as green capital?
* Great fun, amazing with good teamwork
* Suggestions; levels, bases, never ending
* Sucks for people who are colour blind/ incompetent with ps4 controllers
* Would but this as a party game
* Brilliant simplistic idea
* Makes good use of teamwork and offence/defence strategies
* Maybe have a level editor?
* Could be great on ios or android
* Runs great, interesting mode with one controller
* Easy to pick up, hard to master
* Pretty repetitive
* Would be good to add competitive co-op
* Add dash move for last minute saves?
* Pink looks too purple
* Dpad not supported in standard play
* Very busy, co-op is cool

Freedom:

* It was hard/confusing
* Instructions screen needed
* Could have platforms
* Could have animated backgrounds (trippy)

Flippy Cube:

* Really engaging and competitive
* Nudge is underpowered
* Very satisfying controls
* Add a zone to indicate where to push the block to
* Runs very well
* Nerf bombs (could snipe people with bombs)
* Ban throwing bomb from spawn area
* Nudging seems redundant when bomb is so powerful
* Intuitive
* Add personality to characters
* Has lots of opportunity
* Good balance for both players
* Is score or cube to end win?
* Great core loop
* Never feels unfair
* Simple and effective
* Game needs time limit/sudden death