**Adrian Heath:**

After I have evaluated your game thoroughly, I have a few things to remark on. First, your game is good for the most part, the player and aliens have a distinct texture, and are very original. However, there are a few bugs. The main bug is the projectile. If you press space multiple times, even after it shoots, the projectile returns to the player. In addition, the projectile disappears before it is off the screen. Finally, the hitbox for the aliens in incomplete, as the bullet sometimes phases through them.

Dear Adrian, thank you for your feedback. First of all, I just wanted to clarify that the projectile disappearing early was actually intended. I implemented code so that the projectile disappears once it can no longer hit an enemy. Also, I have decided to leave the “recall” feature of the projectile, as it doesn’t necessarily make the game any easier. The player must still use their judgement and skill to decide if/when to recall the projectile. You might also be glad to know that the hitboxes for the enemies are fixed. It was a simple matter of increasing the size of the hitbox, as I redesigned the enemies and in the process changed their size. All in all, thank you for bringing these things to my attention!

**Saahiti Bondalapati (My Sister):**

Maybe when you get to the next level, the aliens shouldn’t move in a regular pattern. This could help make the level harder. Also, one thing to do is decorate the bottom of the screen where the player is, because it looks plain and feels like the player is floating unnaturally. Finally, I liked the interesting design of the enemies. It seems like you took time to design them. To conclude, you did a good job!

Dear Saahiti, I have actually opted to keep the movement patterns relatively the same. I decided that the increased speed of the enemies, coupled with the addition of a sixth enemy, has made the second level harder. Also, you would be glad to know that the ship now has wings and a logo in the form of an imported image. I have actually completely changed the theme, and I imported images and improved the ship design to fit the new space theme. Thanks for your feedback!