Beta Playtest

Comments/Suggestions:
- Make the game harder
- Add some sound effects
- Add UI for the gun
- Health bar for enemies
- Pacing of the game is a bit slow
- Functionalities of the game work
    - Game over and victory screen
- Need to add in a tutorial for players to know how to play the game
- Love the animations and the looks on the enemies
- Potatoes get stuck in corridor → collision tile mapping
- Fixed the potato phasing through the bullet
- Kill counter still incrementing inconsistently
    - Not sure what bug that is, but could be something with the bullets hitting the dead body
- Potatoes still look evil
- 1 solution to entire game, not much replayability
- Hitboxes are large
- Would like to know how many bullets they currently have
- Consider making the rooms/halls more spacious

This playtest represented the first place where we had a fully functional, if a bit simple, game. Largely the players really enjoyed the art style, the improved character movement, and the pathfinding was much improved from previous versions.

For the upcoming final playtest, we hope to have fixed many of the bugs that players pointed out including: the pathfinding issue where enemies get stuck on each other, the boss not being a very interesting fight, the enemies tendency to swarm the player all at once, and others. We also hope to refine mechanics and UI elements such as working with picking up ammo/shooting, as well as adding a fully working knife to the game.