QA

Ok so sadly, I usually died before I could screenshots for most of what was going on. So most of what I can say is more so design decisions.

- You can dash mid air. Like if you jump in place, then hold shift while moving in the air (not sure if that's intentional)

- Monsters can spawn via the monster spawner through walls

- Shotgun and Pistol ammo are connected, and there's no real limit on ammo. I'm not really sure if it would be a potential issue, just something to note I guess..?

Personal Thoughts:
- Try putting in crosshairs and / or a way to tell that an enemy has been shot. I think we had crosshairs in earlier builds, maybe you can just copy pasta from those
- There seems to be no punishment for choosing to run rather than walk, do you want to reward the player for walking or punish them for running? I know the whole idea of the game is supposed to be a high energy shooter, so this is entirely up to you guys!
- It's kinda hard to tell if enemies are kinda just spawning at random locations (not near monster spawners) or if they just happened to approach you from their monster spawner. Maybe look for a sound effect for when enemies spawn? Sound team might have made for that! If not, they still might have something that you could use!
- Make sure to put in a Controls screen in the start menu! If you get time, maybe a small thing that says made by GADIG Spring 2019 too!
- I think the player should spawn a little further away form monster spawners so they get a good idea of how the game functions, my second runthrough I was trying to see if you guys made a pause menu and I died in 3 seconds! Side note the You're Dead text might have an extra space bar after the apostrophe.. That might just be me though
- The ammo drops seem a little too generous to me. Again, since the game is supposed to be a high energy shoot em up, this is more of a design decision. So it's entirely up to you guys!
- Overall it handles really well! Great stuff guys!!!!!