

Guitar hero system. Even if answer is wrong, proceed down list.

Liked delay for wrong answer but doesn't like being punished twice.

Possibly remove classic or adjust waiting time for instant results.

Make game mode with tiered boss fights almost. (done)

Hide input until versus screen removed. Visible commands offer p2 advantage.

Likes idea for future art.

Fatality system for showing who dies. Make the victory more exciting.

Add challenge modes for single players. Prevent boredom/keep things exciting.

Had trouble figuring out which direction buttons were going.

Best of three for classic mode.

Change versus screen to square black screen.

Game seems to crash if the scores get too high.

Add difficulty selection to game. Easier difficulty = lower number of buttons.

Add 4 player games.

LB and RB too similar to each other visually.

Add time difference to classic game mode. (Done)

Multiple rounds per mode.

Maybe players choose attacks and have a set list of buttons to press.