I will attempt to avoid repeat playtesting advice, considering that this build is similar to the last. This was also my first time playing the game on a controller, using the Switch Pro controller. Partway through, I redownloaded the game because of glitches.

Videos: <https://drive.google.com/drive/folders/1nDQErIto_L31t_3Lj2ofB85YdMJ9Mrfo?usp=sharing>

Levels/Environments:

* Level starting areas should mostly be left to right, I instinctively walk to the left side for level 1
* Pot exit point is too high up when you come back to the kitchen
* Got stuck on the rocks near start of level 1
* Can walk inside of the V rocks in level 1 (actually, it’s pretty much every rock in level 1)
* Why are there green rocks in level 1? Or are they bushes hey don’t look very bush-like
* Grass texturing is weird near the kitchen
* Water particle effects happen even when you’re not in the water
* Enemies don’t have water particle effects
* Can clip into ramps in level 4
* Too many fudge sludges in level 4, especially because they take a long time to kill

Player:

* Control scheme doesn’t make sense to me on controller (I have weird taste though, probably fine)
* Triggers vs. bumpers? I see the two things in the bottom right, and assume they are both triggers/both bumpers
* Select button in menus isn’t on controller
* Press in right joystick should toggle run
* No switch controller button mapping (tbh it doesn’t matter that much)
* Left stick press centers camera horizontally but not vertically
* Rolling feels awkward, maybe it’s the way you snap back afterwards, or how slow it is
* Bread trap has no custom model or animation
* Bread trap feels op, it lasts for an insanely long time, enough to kill every non-boss in the game
* Bread traps float sometimes, like in the kitchen
* Attacks could take stamina, to better encourage stamina management
* Separate walking and running animations
* Pausing while flying cancels the animation

Enemies:

* All enemies walk through pools and spatulas
* Fondemon has a crease where textures meetup on his back
* Fondemons look stupid when you stand directly in front of them
* Fondemon tilting causes their nametag to tilt too
* Snakon can be stood on if timed properly
* Snakon looks terrible on slopes
* Snakon damages player as he jumps backwards
* Crustacean pauses all animations for a few frames
* Benedict has problems in the corner with the green rocks
* Benedict’s non-rolling attacks are so slow and durdly
* Isobeans move after being stunned (but still stop shooting)
* Italernean’s heads are inconsistent, some you can hit from the platform some not
* Fudge sludge puddles shouldn’t stack, and looks awful on slopes
* Fudge sludge gets stuck on each other on certain corners
* Gummy bears sit and random times
* Sprinkle sprites can be stood on

Other:

* Font is hard to read, especially letters like Y and v (perhaps this font should be only for titles, and some simple sans-serif font for other info)
* Buttons have text spilling into the open space sometimes
* Hard to tell what the buttons are (tags? Chopping boards?)
* Pausing after presenting dish but before continuing lets you walk around and prevents progress
* Pot loading zones weren’t working (spatula was fine). Seems that exiting the level as teleporting broke it, but upon restarting game the enter level buttons didn’t work either
* Green running guy appears on black screen when teleporting
* Camera clips into walls and the swamp water pretty easily (hard to solve)
* Replaying a level after talking to Gamsey takes you back to level 1