Times:

As the levels went on, I spent more time stopping to take notes. Also they were harder/longer. I 100% all of the areas as well.

* Tutorial: 3 min
* Level 1: 4 min, 1 min walkback
* Level 2: 13 min
* Level 3: 10 min (death at boss), 7 min second time, 4 min walkback

Feedback:

I decided to be overly nitpicky and precise with a lot of this feedback, and also included some things that I know we will implement in the future but just haven’t yet.

Levels:

* Enemies were really dense in level two. Especially noticeable at a big cave that had like 5+ fondemons and a bunch of other guys too. I also remember a part in that cave where you walk down a small ramp to see two fondemons, but the fondemons can’t really hit you because you’re on a slope that’s higher than them (and also there’s just a wall behind them).
* Level 1 layout is strange to me. I ended up walking back the long way, or needing to double back to the one spatula. If you want 100%, and you go (what is in my opinion) the most obvious path, you end up halfway between walking back the long way and doubling back for the spatula. I went around the outside edge, on the right, and fought benedict before going into the fondemon area to get the cheese I needed.
* The torches around the level 2 boss look ugly. Probably the lowest priority on the list to be modeled, or maybe we could find assets.
* Tutorial didn’t explain the saturated bar, or maybe I missed it
* Tutorial question marks are too close together. I feel bombarded every time I take a step, and it’s hard to see the enemies with big floating question marks around.
* I died at the hydravioli after getting all the other ingredients, so I had to redo everything. Seems unnecessarily punishing to take away all ingredients on death.
* Moving the camera up too far in level 3 causes it to clip through the water (see screenshot below)
* Too much cheese in level 3. There’s no way you get enough of the other ingredients without getting too much cheese, because basically every meattle/tomatroll is accompanied by 2-3 fondemons. Either remove some fondemons or increase the cheese required.
* Got lost trying to head back to the kitchen in level 3. I was expecting a spatula near the boss arena, and I couldn’t find the spatula near the start for a while.

Enemies:

* Some of the isobean waypoints are messed up, especially for two to the left of level 2’s entrance.
* Fondemon’s projectiles should disappear after travelling a bit. I thought I implemented that already but I guess I forgot.
* Crustacean’s move animation is strange. Especially when he transitions into other animations, it doesn’t look like a crab/lobster.
* Potatogre’s animation transitions look poor. It looks like they haven’t been changed from what they were back when he was a block, which is 0 animation transitions.
* Potatogre’s boulder does too little damage. He only throws it once and it’s easy to avoid, but it does less than one of his normal attacks.
* Meatasarus looks really good, especially with the light up back. However he is sliding during some of his attacks (especially the stomp).
* Chipanzees knockback only works sometimes. This enemy also seems identical to the grits gremlin, and since both are the extra food, the chipanzee could just be replaced.
* The hydravioli was too tall to see, either the fov needs to be changed in this area or he shouldn’t rise as high out of the water. Until he brings his heads down I feel like I’m fighting telephone poles.

Player:

* No landing animation (new spatula flight animation looks good).
* Can still attack while flying. Might be intentional but looks a little weird.
* The chef has weird black patches under his arms. There also is some stretching in this area when attacking.
* Attacking with the rolling pin tilts you too far forward, and you clip into the ground.
* Power selection works fine, but UI button for Molepeno is always lit up, and no other power button can be.
* Hammer stuns enemies inconsistently. It seemed pretty reliable against the fondemons and tomatroll but I could never stun the meattle.
* Continue button after level 3 doesn’t work. I assume this is because there isn’t a level 4 yet, and hopefully it will work as soon as level 4 is implemented.
* The health reduction appliance didn’t seem to work. Tested it a bit, seems like it just does nothing. I didn’t test if the player health increase/decrease appliances worked.
* 50 cheese strike doesn’t hit very well. Sometimes I would start it, and then turn around while it was going, and the enemy in front of me wouldn’t be hit.
* Icecubes are a strict upgrade over the hammer. At the range the hammer hits at, you can hit an enemy with every ice cube, which stuns more than the hammer. Also I’m not 100% sure but the icecubes cooldown feels shorter.
* Warden Gamsey’s ability feels strange. I wish it gave numbers, because it felt like it never happened on fast weapons but happened every other hit on the rolling pin. Maybe this should be changed to just work on rolling pin, and tell the player what rate it is.
* Portable lunch supports a camping playstyle. Not really sure how you would change how this works to keep the intention without encouraging players to play in an unfun way.

Graphical user interface

Description automatically generated