Feedback:

1. add a dash mechanic

2. ~~arrows on the gun on the ground~~

3. update the book sprite(make it bigger and more noticeable) and make them disappear when picked up.

4. interface for books/story so they can see how many they have and select certain books.

5. make the components more obvious in gui

6. show what depth you are on beside the map

Group 2 feedback:

* ~~No up or down sprite. NO~~
* Shine a light through the door at the start.
* ~~Sometimes hard to pick up guns.~~
* ~~Consider removing the death penalty (just give teleporter immediately)~~
* ~~Consider buffing component drop rates by about 100%~~
* ~~End shield recharge period and make it recharge faster when you clear a room~~
* (Visually) Deactivate the initial teleporter during the tutorial.