2201-2203o-Fancy-Foxes

Alpha Playthrough notes

* The creature abilities each seems to have a little wonkiness to them (flamethrower doesn’t keep the stream when rotating, the bug shower circle cab thrown off of the player, shield rotates in ways it probably shouldn’t
* Frenzy felt like a but to me at first so presenting that a little clearer would be good
* The timer on abilities could be improves by using the unity image Ui object and setting it to filled and radial fill method (I said slider in video but was mistaken it is inside of image) to show how much time is remaining
* Projectile ranges need to be shown to the user somehow if they are going to have a range.
* Audio seems to be logarithmic rather than linear causing sounds to be blown out and almost silent on half value
* Collisions feel unintuitive on some world objects

Things to work on for beta

* An endcap event of some sort, if the game is going to end there should be an event, we are ending with
* Credits need the asset sources
* Need to use the features for the keys better into an even to be completed (survival until all keys are collected)
* Keep wanting an ability to run faster after the level is cleared