2112-2202-The-Lucky-Rhinos - Secret of Blythe Manor

* Overall graphics from the game are a major improvement
* Sounds added but really only seem to be on the player need to have some sounds for the rest of the game as well especially things that e player should be aware of (gates unlocking, enemies becoming agro, enemies attacking)
* Player starts with boxes, need to get in level 0 weaponry
* Pretty significant combat issue in being able to use spells to kill enemies and they remain idle
* Can use the spell aiming marker to show spell ranges (turn off the icon when outside of range)
* Enemies just kind of snap out of existence and it would be better if you incorporated some sort of presentation for their death
* Game is significantly darker on webGL. Might want to tweak the lighting for that export to brighten it up.

2201-2203o-Fancy-Foxes – The Elemental Palace

* Overall the build plays pretty well
* Some of the pickups seem to have issues where you pick it up and get no effect from it
* I got locked out of finishing the last room 2 times in a row (was able to trigger the door to get to the main menu on the second) so there is no real end of game
* Can break collisions in some way from the character controller stepping up on objects
* Intro cutscene looks really good
* Menu system in general feels good
* It might be nice to have a aim reticle when in the rotating mode
* Having an ingame cursor might make it feel a little more polished
* Some sound effects feel a little loud when used over and over (can change that on the audio source or on the file)
* webGL never loaded past 90%

2201-2203o-Interesting-Jellyfish – Nix

* Levels are looking much more complete
* There needs to be feedback on enemies taking damage because at the moment it can be hard to tell if you are actually effective, a flash of red would be fine, sounds and animation would be better
* Aiming of spell abilities is definitely a challenge in a way it should not be. I think I only use abilities where I wanted to 10% of the time
* webGl has an issue of ui scaling, want to add a canvas scaler object to the ui objects and menus
* mushroom material having issues on webGL
* the game kind of feels like it just ends without really concluding, more just cut off, a simple you win screen before the stat screen would help
* shadows could really help for aiming and recognizing where floating objects are
* sometimes it feels mushroom heal each other faster than you can damage them
* can click and grad the cooldown bars
* the stats screen has a couple odd points (time spent in game in seconds, number of enemies killed will always be the same wont it?)