Notes on current state of game:

* The core features and gameplay you have is very good.
* It is a good base to build on top of and I don’t have much to say that need to be changed on what is currently here.
* Will want to have some way to avoid the player losing items through accidentally picking up new ones (mainly a problem through chests since they don’t know what is in it until it is opened)

The features I would focus on working on next

(These are mostly suggestions and you do not have to take these as the features to work on if the team has other plans already in place, but are given based on what I think the best next course of action would be based on the state of the product):

* Player abilities. Make each spell and ability functionally different than each other. Right now, I really can’t tell as a play if there is a difference between the spells other than particle effect attached
* Enemy abilities (have each enemy other than the most basic take actions beyond just a single attack and sequence of chose what ability they use)
* Enemies that don’t directly follow the player as their main attack pattern. It leaves the player in full control over them.
* A boss with stage-based AI unlocking abilities or behaviors depending on health level.
* Provisional goals in levels. The classic is find the key to the gate to continue but there are a lot more things you can do in addition to this (room locks around you quickly spawning enemies and you have to survive a counter…)