Seed Inputted (Leave Blank if Randomly Generated Seed was used):				
Did the player spawn in the generated map?	Yes	✓	No	
Did the player spawn within the walls of the generated map?	Yes	✓	No	
Does the player clip through the walls of the map?	Yes		No	✓

What do you think of the player's controls? Any Improvements or Comments?

Player controlled fine, mouse sensitivity could be increased

Any other comments? (Performance, Design etc.)

Seed Inputted (Leave Blank if Randomly Generated Seed was used):				
Random				

Did the player spawn in the generated map?	Yes	✓	No	
Did the player spawn within the walls of the generated map?	Yes	✓	No	
Does the player clip through the walls of the map?	Yes		No	✓

What do you think of the player's controls? Any Improvements or Comments?

The player controls were good, but dual monitors made it difficult to control at times.

Any other comments? (Performance, Design etc.)

Add a sprint button to allow the user to complete the game quicker.

Seed Inputted (Leave Blank if Randomly Generated Seed was used):

Crashing Boom

Did the player spawn in the generated map?	Yes	✓	No		
Did the player spawn within the walls of the generated map?	Yes	✓	No		
Does the player clip through the walls of the map?	Yes		No	✓	

What do you think of the player's controls? Any Improvements or Comments?

- Player moves slow, would like sprint option
- Mouse does not lock to screen

Any other comments? (Performance, Design etc.)

- Slight frame rate drops when starting - stable with play

Seed Inputted (Leave Blank if Randomly Generated Seed was used):				
?				
Did the player spawn in the generated map?	Yes	✓	No	
Did the player spawn within the walls of the generated map?	Yes	✓	No	
Does the player clip through the walls of the map?	Yes		No	✓

What do you think of the player's controls? Any Improvements or Comments?

Movement seems a bit slow, maybe include a sprint & stamina bar?

FOV limitations,

Issues where the mouse would go off screen when navigating, should be locked and or invisible.

Any other comments? (Performance, Design etc.)

Bland design - no title, no colours.
The sky box is locked,

Seed Inputted (Leave Blank if Randomly Generated Seed was used):				
Carmen is a Snek 123				
Did the player spawn in the generated map?	Yes	✓	No	
Did the player spawn within the walls of the generated map?	Yes	✓	No	
Does the player clip through the walls of the map?	Yes		No	✓

What do you think of the player's controls? Any Improvements or Comments?

Movement speed was too slow, our FoV was too Low

Any other comments? (Performance, Design etc.)