General:

* A: Ceilings need to be lowered so it looks like an actual level-Bryce
* ~~A: Need to start not as the sniper, wasn’t sure how to fix that-Steve~~
* A: Need to add the direction signs (sam needs to make the texture first)-Sam
* ~~A:If you switch modes while trying to possess, it locks you in the possess animation idle-Steve~~
* A: Guards sometimes just don’t even fire and walk towards you not doing anything or in their idle animation-Anthony
* A: Guards will walk at you firing while not in an animation-Anthony
* A: Walking into the sniper model that you left while a sniper destroys the camera, like tornado levels of weird-Steve
* B: Things can still move and fire before their death animation is done-Anthony
* B: After you die, the AI gets a little weird and only reponds to the player sometimes-Anthony
* ~~B: Sniper reload is too slow, bullets travel too slow as the player, and the enemy sniper moves too fast-Steve~~
* B: Hunter is fairly fun, but needs shorter cooldowns for his abilities.-Steve
* B: Weird pink effect still on after you possess a thing-Steve
* ~~B: should have some indication that you’re taking damage, it’s too easy to die without even realizing you’re being hurt. –Steve/Gio~~
* ~~C: When the gun’s ammo resets, it doesn’t tell you, it just stays at zero until you fire-Steve~~
* C: Had an issue in the last hallway of the first level where a hunter got stuck in the wall and once I possessed him I could fire at an infinite rate with unlimited ammo. Not sure what this was, but it was a one-time occurrence so I’m ranking at C importance

Room one:

* ~~A: The second hallway is a death trap and kills you really fast. Groups of up two 5 enemies get stuck together and fire bullet “walls” at you that you can’t dodge. This needs way less enemies. As it stands, if it weren’t for the funky AI, this part would be impossible.-Steve~~
* B: If you die too early, the enemies can end up in the spawn location with you and you die repeatedly. I recommend having them rest and walk back to where they started to resolve this-Anthony
* ~~C: The big open area in the first room doesn’t mesh well with all the little nooks and crannies that exist at the borders of the room. If it was more maze-like with less enemies, I think it would be a lot better-Bryce (for level asset)/steve(for less spawners)~~
* C: Second hallway could use a little more on the right side, or less on the left side in terms of overall art assets-Bryce

Second room:

* ~~B: There is an object in the second room where an enemy spawns inside it and can fire at you by slightly stepping outside of it, but not being able to fully leave it-Steve~~
* C: Hunters are fun at first, but after you die they sometimes don’t really move, although probably just a by-product of earlier AI issues-Anthony

Hallway 3:

* ~~Way way way too many enemies. Also, no good indication that you are getting hit, so it’s sometimes hard to tell if you’re even taking damage~~

~~Room 3:~~

* ~~B/C: A little confused as to why there are no enemies at all for the next few parts. Not sure if that was by design or spawners are bugged-Bryce~~

Room 4:

* C: Same as before, I think making it more mazelike with more verticality would be super fun. Also, they narrow hallway right after this room is actually one of my favorite spots in the level. -Bryce

Final room:

* C: Suffers from the ceiling being high with there being little reason to every explore the upper levels, since there isn’t anything interesting up there and the superior route is to just un straight to the exit-Bryce