General:

* Ceilings need to be fixed
* Need to start not as the sniper, wasn’t sure how to fix that
* Need to add the direction signs (sam needs to make the texture first)
* If you switch modes while trying to possess, it locks you in the possess animation idle
* Guards sometimes just don’t even fire and walk towards you not doing anything or in their idle animation
* Guards will walk at you firing while not in an animation
* Walking into the sniper model that you left while a sniper destroys the camera, like tornado levels of weird
* Things can still move and fire before their death animation is done
* Sniper reload is too slow, bullets travel too slow as the player, and the enemy sniper moves too fast
* Hunter is fairly fun, but needs shorter cooldowns for his abilities.
* When the gun’s ammp resets, it doesn’t tell you, it just stays at zero until you fire
* Weird pink effect still on after you possess a thing
* Pretty easy for spawns to get stuck

Room one:

* If you die too early, they are in the spawn location with you and you die repeatedly
* Less enemies, but a longer range in the first room would be better
* Area feels to open, needs to be little more mazelike, since the outsides feel very maze like, but it feels weird with this big open space in the middle
* Second hallway feels kind of boring since the grunts are bugged, but there is a lot stuff on one side, but little on the other. Also too many guys

Second room:

* Hunters are fun at first, but after you die they sometimes don’t really move, also, careful where you spawn then, because I think of the spawns is in an environment object

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:

* No enemies at all? A little confused about this. Keep in mind that I also just sprinted past everything

Room 4:

* 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.

Final room:

* 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