So… I ended up acting like a beta tester for the game overall because I didn’t feel as though the game actually was properly tested nor had there been enough focus given to the feedback from the alpha and beta testing periods. Levels were basically made in a night, but they were comprehensive (not by me). My point was to give as organic of an experience as possible so that way the game would be considered playable to someone new to it. This is mostly because the game WAS new to me as there wasn’t any communication about any design done prior (to me anyways). I don’t feel like this was a decent project, to be honest. Due to the radio silence talked about in previous weekly reports, I know this project was underworked, and not what it could have been.