**Mega-Mix**

Animations:

Smooth, AI telegraphs their moves well. No visible errors or glitches.

Controls:

Easy to control, jumping should be higher because grapple is wonky. Sliding is cool but not usually used.

Interactions:

Too busy, a lot of stuff going on at once. Individual interactions are good. Random fire lines were obnoxious.

Balance:

Kind of hard, a lot of things going on at once that stun lock the player, Always getting knocked to the left was a problem. Too many interactions made game unfair.

Extras:

Mushroom flip effect was cool.

Fun:

A few annoyances but still fun. Stun lock was only major issue.

Completeness:

Feels complete. None of us got to the end.

**Hollow Tree**

Animations:

Only bug was druid animation disappearing briefly when you kill an enemy. Possibly just an issue of colliding with enemy while attacking. Otherwise, very good.

Controls:

Change W/up key to jump instead of Z or K. Otherwise, controls well. Update in text below.

Interactions:

Interactions seemed good. Add a knockback to melee attacks to and from player.

Balance:

Map seems easy, probably because it’s so small. Reached end quickly.

Extras:

Background effect is really cool. Spell system with cooldowns was well done.

Fun:

Fun game, music and artwork added a lot to the experience.

Completeness:

Concrete start and end. Seems like a full level.