**How does the control of the character feel such as movement, shooting, aiming, etc?**

* Good enough
* Movement is as expected in a top-down game, aiming is accurate and follows your cursor well.
* The control of the character feels smooth
* everything feels nice except for the sword the range on it seems quite bad making the gun vastly superior.
* Not too klunky

**What other kind of weapons or powers would you want to see?**

* A power to see health bars
* Get rid of sprint feature, add small speedboost power (2-3 secs) to get away from enemies to increase difficulty.
* Grenade, RPG, landmines, minigun
* I think being able to place times bombs would be fun.
* A sword/lightsaber that is functional

**What parts of the game did you think were hard to understand or confusing at first?**

* Pressing E for a gun
* Sword hit-boxes, Weapon switching controls
* Not knowing the controls to swap weapons.

Also seeing money instantly despawn when enemies die was odd

* the ability to be able to swap to a gun
* How to switch weapons

**What kind of options would you like to be changeable?**

* To start with the gun
* Fullscreen, Quality, In-game audio, Resolution settings, Controls
* Character colour

Starting weapon

* Difficulty level (more enemies I guess)
* Keybinds

**What other enemies would you want to see?**

* Hell bats
* Satan (Final Boss)
* Anything that isn't a reskin of the same enemy
* More ranged enemies than just the boss
* Skeletons

**How many levels would you want in a full game?**

* 5
* 5-10
* 4 at the minimum
* I don’t think it needs more levels but just more dungeon exploration to find more keys
* 8 sounds decent enough

**What other kind of art styles or environments would you like to see for other levels?**

* Dark cave
* Higher quality textures with a better blend and a less blocky look.
* I think the current artstyle is fine.
* I think the art styles and environments are fine for this game set in hell
* A murder den

**What would you change in the audio of the game?**

* N/A (didn’t play with sound on at the time)
* Gun sounds, add pain sounds or scratching for demon attacks etc.
* Different music for different dungeons.
* No comment
* It’s good enough

**What parts of the game would you like to see changed?**

* What weapon you start with
* Add checkpoints, Increase FOV, Better textures. Add a range for bullets so you cannot clear out rooms full of enemies by just spamming at the entry way.
* Just the level design.
* I think the gun should have a limited amount of ammo, also an indicator for when you hit an enemy
* Mostly just how you have to find out you can switch weapons

**What would you like added or changed for the boss fight?**

* A boss meter
* Health bar, A way to see the full sprite, faster attacks.
* The boss is fine as it is.
* better visibility of where the boss is for when you are at the back of the room
* A HP bar would be nice