**What other kinds of obstacles/enemies would you like to see?**

* Timed traps, enemies that chase you, ones that shoot back,
* I want to see harder enemies
* Perhaps mobs that bounce off of walls towards you or invincible mobs that you have to avoid during the whole level thats chasing you while you have to avoid them, until you reach a certain weapon level.
* Obstacles I would like to see would include:

>Spike platforms that rise whenever the player gets close to them,

>Spinning tiles on the ground to hinder player movement

>Basic puzzle rooms (shooting buttons in the right order, manipulating enemy movement/bullets, etc)

Enemies I would like to see would include:

>Basic enemies that move towards the player and leave a damaging trail behind them

>Low health enemies that explode upon death

>High health enemies which cannot move but spawn smaller enemies

* Moving enemies that shoot at you

**What kind of artstyle/genre would fit with this game?**

* Grimdark/Quake-esque
* Fun and happy instead of dark and scary
* This Game actually feels like it’d work well as a horror action game in a way.
* A lot of artstyle/genres can fit with this kind of gameplay.

With the current build's colour-palette, I would say a demonic, and perhaps gritty artsyle would be the most effective. The genre would most definitely be an action game, which could either go down the routes of a rogue-like title, or a metroidvania.

* Rogue-like and blocky

**How does the control of the character feel (movement, shooting, aiming)?**

* Stiff to move, due to no momentum. Shooting felt clunky due to slow projectile, but aiming was smooth.
* Feels pretty ok
* Smooth, didnt feel any problems with it.
* Movement feels responsive and consistent. Being able to move in 8 directions is also a positive, as it allows me to dodge bullets much easier.

Shooting is also at a good speed. Not too fast to be overpowered, but also not too slow to make the game feel boring.

Aiming is of a standard quality too, although I do feel the bullets are a tad on the small side. I do appreciate that the colour of the bullets stand out from the red flooring.

* Movement: Smooth, Shooting: Smooth but it feels slow, Aiming: Smooth

**What parts of the game would you prefer to be changed?**

* The graphics
* Making the character circular so I can see the gun better. Branching rooms rather than just walking up. Zoom out so the threats can be seen slightly more.
* The obstacles being way too easy to avoid. Also being able to tell when i’ve taken damage.
* I would like to see the camera zoomed out a bit.

A couple of times I died to a thwomp which I could not react to due to the enemy being out of the cameras range. Also, in the long corridor I noticed enemies were shooting at me from outside the camera's range as well (I could only barely see them after I moved much closer to an instant death lava pit).

In addition, I would to see a health bar. I noticed a heart pick-up in the middle of the second room which I assumed to be health (as I was only able to pick it up after being hit an enemy). I only realised I had 3 hits until death because I intentionally got myself shot by an enemy until I died. This is important because in high-action situations, some players may find it difficult to keep count of how many hit points they actually have.

* The lava being instant kill

**What do you think of the audio of the game (shooting, picking up, background ambient)?**

* Shooting sounds a bit too sci-fi.
* The audio was fine
* The audio of the game is passable.

While the background ambient was pleasant to listen to, having to hear the same loud pickup noise and enemy fire was not. I would prefer if the pickup noise was less ping-like as I would imagine pickup up a large amount of items at once would be ear bleeding.

Each item pickup has the same sound effect too. I would appreciate it if each item had their own pickup sound effect (for example, hearts sounding more fleshy, keys making a metal jingling sound, you get the idea).

* Too scary
* There was no Audio playing

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

* 5
* 10
* 50 floors
* That depends on some factors of the game as it is further developed.

1. Is the game doing to be one large map with interconnected dungeons?

Or is the game going to be more linear?

2. Are the dungeons going to be large and expansive?

Or are they going to be only a couple rooms big?

Depending on these factors would change how I - or any other player - would expect things:

For example, if the dungeons are all interconnected into one big map, then I wouldn't expect there to be traditional one-by-one levels. However if the game was linear then I would say around 8 would be enough.

Though if the dungeons are large and expansive, then I would expect a lesser amount of them compared to a different version where dungeons would be smaller.

* Depends on the game really. Either have it have like around 5-8 levels but add replayability to it or many more levels (maybe like 20?) but with not much or no replayability at all.

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

* Automatic weapons. Shotguns. Some sort of usable magics (like Binding of Isaac's spacebar items.)
* A fireball and a sword
* weapons that bounce off of walls, explosive weapons and an upgrade which increases how many bullets you shoot per click
* I would like to see different shot-types which can be portrayed as different guns.

Examples would be:

>Shotgun (spread bullets)

>Laser gun (a continuous laser beam but low damage)

>Grenade launcher (producing large explosions on contact with walls or enemies)

You could also have add-ons to your weapons which could change the attributes of their weapon or provide utility.

Example of this would be:

>A grapple hook attachment (hooking to enemies and objects to swing them around by moving your mouse).

>A bayonet (for high melee damage which can be used during your cooldown for the next bullet to fire)

>A scope/laser sight (For faster attack speed and a line to help with aiming)

* Weapons: Melee (high risk but with high damage)

Powers: Things that make you attack or move faster. give you additional benefits (like letting you shoot 2 bullets instead of 1)

**Would you prefer the levels to be in 1 area style (e.g. Fire area) or should there be multiple areas?**

* 1 area style
* Multiple areas like ice lava fire and forest
* Multiple areas giving different effects like the lava map could maybe make you take 1 burn damage every 5 seconds or an ice area slowing your character down.
* Multiple areas, because looking at the same fire area would be repetitive.
* Multiple areas

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

* None
* The game was too easy make it harder
* Nothing. Infact I knew that I only had to go foward because the path was basically fixed for me
* As mentioned before I was unsure how many hit points I had.
* But I also didn't understand what my goal was.
* Of course the stage was linear so I would end up at the end eventually, but I felt that I would be a lot more engaged if I knew what I was actually searching for.

I would imagine that there is a reason for my character to wind up in a dungeon, so as the one controlling that character, I believe I should know as well. This can be done through a simple cut scene or a diary entry/note which gives the details before the gameplay starts.

I imagine this would also be a problem in the later levels so I'll point it out as well, but I would like there to be a map function. In the late game where maps will be bigger and would more likely have diverse paths, having a map to find my way around the dungeon would be handy.

* There is no explanation at all so the controls have to be figured out on their own which can be confusing. The game is straight forward to understand if you played games like these before, elsewise it can be hard to understand, since yet again, nothing is explained

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

* Higher or lower volume of the game

Graphics

* Volume, difficulty.
* The music
* Sounds, movement between Wasd and Arrows.
* >A sound/volume bar

>A camera zoom bar

>A full-screen option