# Noon:

* Weapon doesn’t give enough range.
  + You have to be frame perfect to land a hit and not get hit back.
* Put in a small window of immunity after taking damage.
* Add targeting to your ground monsters.
* Be able to drop down from platforms.

# Richard

* Emersion.
  + UI.
  + Music.
  + Etc.
* A way to get health back.

# Hurley

* Bug with the BirdBat.
  + You can sit inside the bird indefinitely.

# Matthew

* You are able to kill the flowers from below
* Add shield
* Add number to health bar
* After you loop, options for upgrades

# Daniel

* Controls on down and up swing
* Make it easier
* Difficulty scaling