*No, We’ll Save the Princess* Prototype Notes

Please leave any relevant feedback in the document below:

* I like the art already.
* The movement is a little odd.
* The sprites are pretty small.
* The enemies seem to be only attacking the second player.
* The map is really big compared to the player.
* The text box cuts out from the right.
* The second player came back with half health after getting killed. Is that suppose to happen?
* The player went through the house???
* There’s no boundaries, yet we were trying to play by the rules.
* You can move off the screen.
* The text speed is really slow. Is there a way to speed up the text box? Or is there a way to simply display the entire text?
* If you’re going for 2d pixelated art, I would suggest designing your characters in that style! Your character designs are cool but I have a hard time imagining how those will translate over to a 2d pixel art style, but will be excited to see if you can make them feel that dynamic given your stylistic limitations
* Currently you can walk out of the camera shot, and the move mechanic lags a little after you take your finger off the key. The avatars are really small, will they be bigger in the real game? The fight takes a lot of time, will there be animations to fill the time? The side story was funny, looking forward to having the options available.
* I really adore the art designs, their color palettes and silhouettes are really original and fun to look at.
* The characters are very small.
* It would be cool to have some collision detection when walking around.
* Character sprite does not change direction.
* It would be nice to have diagonal movement.