List of 5 things to change based on feedback:

1. Hit wall clarity / feedback

“Not sure if I hit the wall”

“...the fail sound and quick white flash plays instantly instead of when you got hit”

“...add another effect when you bonk…”

1. Additional visual liveliness

“Add effects and liveliness…” (more particles, slimes or cars in background)

1. Progressive difficulty

“Could become more challenging over time”

“...moving platforms/ obstacles could… add an interesting challenge to the player”

1. Quality of life (Change gamemode on end screens)
2. Slime animation / Additional squash & stretch

“[I would change] maybe the way that the slime moves, make [its] movements more consistent.”

"You could make the model sort of move and make faces..."