Playtest

Everyone liked it

1. Get Hand Rotation From Level Zero
2. buttons bigger
3. don’t make them look down.
4. Pad changes colours when running.
5. Code position indicator (while running)
6. Close command tab
7. Stationary semi-circular pad (maybe)
8. Forward until wall button

Buttons: bigger,  
Onian-cam  
  
easier levels  
  
looing down and up sucks  
feels weird

Captain toad

Jump

They wanted to play all the levels