Playtest

Everyone liked it

1. Get Hand Rotation From Level Zero – Done (needs a test)
2. // HEY KATE WHEN THERE IS CODE AND THEY TRY TO INPUT< FIX – Done (need test)
3. buttons bigger (maybe? Made the entire pda bigger)
4. Code position indicator (while running) – Done (needs a test)
5. Forward until wall button – Done (needs test)
6. Pad changes colours when running.
7. Close command tab
8. Make spring jump blocked spaces.
9. Stationary semi-circular pad (maybe)
10. Touch to index on PDA

Done

1. don’t make them look down. (done)

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

Captain toad

Jump

They wanted to play all the levels