Playtest

Everyone liked it

1. Get Hand Rotation From Level Zero – Done (needs a build test)
2. // HEY KATE WHEN THERE IS CODE AND THEY TRY TO INPUT< FIX – Done (need test)
3. Pad changes colours when running.
4. Close command tab
5. Stationary semi-circular pad (maybe)
6. Touch to index on PDA (done)
7. Help button.

Done

1. don’t make them look down. (done)
2. Make spring jump blocked spaces. – Done!
3. buttons bigger (maybe? Made the entire pda bigger)
4. Code position indicator (while running) – Done
5. Forward until wall button – Done

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

Captain toad

Jump

They wanted to play all the levels