

Tyler:

I couldn't really get the abilities or grappling to work. I noticed that some of the abilities listed used built in key inputs that were allowing the player to move (such as space to jump, or anything related to wasd). I think you have a good pace set for the game (It's nice to have that empty area at the beginning just to let the player get a good feel for the game before interacting with the enemies... and you've also given them a good goal by starting off with the locked portal). As far as effects that could be added I think you've got good plans already. Maybe add a particle system of sorts to the portal to get it to stand out a bit more. It looks like you've got a great game! I'm excited to see it when it's all finished.