

Tyrell:

1. It took a little bit for me to understand how to control the character. (the rotation values on a and d almost feel like they should be switched)
2. I think the level flows well.
3. I think the camera angle being up as high as it is might contribute to feeling less of an urgency when in the enemy's way. (But I also get that it being up that high helps the player calculate the distance/ strength needed)
4. I was struggling to get through it (as far as game play goes) but I'm coming at this as a gaming novice.

I think you've got a great concept going here, and definitely a unique set of mechanics for the player!