

Stephen Michie:

The link in the folder didn't work for me :(

If this build were similar to what you demoed in class that one time. I think you've adjusted the camera enough from the last time we play tested that it isn't as dizzying any more (although Katie would be the one to ask on that, she seemed a little more sensitive to getting motion sickness from it).

As far as finding your way around: if I can remember right, I think that you had a wider area at the start (which would help the player test out the mechanics) and bottle necked to another area closer to the lava where the fighting mechanic really started. I think it flowed well, but then again it might have seemed easy because you (the game maker) were demonstrating it.

I think the concept, difference in enemies, and unique fighting mechanic are the best qualities in your game, and what really fueled making it fun :)

Your game looked like a lot of fun! I wish the link were working for me.