

Connor:

- 1.) The camera angle is great. It allows the player to see just enough ahead to anticipate obstacles without giving too much else away
- 2.) The speed is good
- 3.) I would say it is just difficult enough.
- 4.) I think you may need to add text explaining game play at least a little bit. I wasn't able to get past the first room (I'm coming at this with little to no gaming experience) I could move alright, and found the key easily enough, but didn't know how to interact with/pick it up to use it on the door. I would either add an option UI with a "how to" or dialogue.

Other than that, your game looks great! It's crisp and has a great feel to the controls.