

Grace:

- 1.) I think the area that gave me the most anxiety would be when I came to the area separated by blue (I'm assuming it's water).
- 2.) I think that the funnest part of your game was exploring all of your textured areas. That being said, besides enemies, these areas didn't have that much in them despite being large. If you were to add a couple of 3D objects (such as cylinders) in the larger areas and have them represent ruins, or pots, sarcophagy, statues, broken statues, etc. It would help differentiate the areas so they don't feel like they are all the same.
- 3.) I noticed that you had some unique game play later, (such as the bombs) but I wasn't sure how to use these.
- 4.) Right now, you have an infinite ability to jump (press space bar), which meant that I could float over the enemies. I read the tutorial on the splash/start screen and understood the key to press to attack the enemies, but didn't feel like I was actually able to inflict damage on them. I would double check those.

It's a really clever idea for a game!