

Ben:

1. The character controller feels just a tad slow.
2. I think it would be fun to increase the enemies speed when the dog is in range.
Dogs love to chase cats, so why not allow the robot cats to chase the dog.
3. A bark mechanic could be fun. I'm not sure what it would allow you to do though (maybe scare something?)

Other feedback: I think your game is off to a great start. Playing it though, I was able to get the key, but couldn't figure out how to use it to get through the gate. A dialogue box might help the player understand what the items do (at least do this for the first tutorial areas... just to throw the player a bone ;))