

Becky:

- 1) This probably leans more toward aesthetics, but some audio in the background might keep the player's interest
- 2) The build listed is still the one that doesn't allow movement, so there isn't too much feedback I can give you. I have seen your game before, and know that you have fun NPC interaction, collections, and conditions that allow you to continue wit your quest (which are great!). Feedback I can give you is that you have an amazing home screen, it would be helpful if there was UI in the game that would allow you to go back to it if you wanted to quit the game.
- 3) Rate of firing arrows: I would say that it's too fast. Without already having the knowledge that I was firing arrows, I would have been confused about what was happening.

Keep up the good work!