

Bean:

1. Yes
2. I love the combat mechanic!
3. I do like the puzzle interactions
4. I think the player moves well, especially when you consider how you've implemented the functionality (such as the jumping in the first area)
5. I honestly couldn't get past the first couple of areas (but that's due to my gaming experience)

Other feedback:

I think you've made a lot of progress on your game since the last time I play tested it. The only thing I can really add is that the game was fun, but I wasn't able to really understand the theme, story, or environment. A lot of that is handled with aesthetics, but maybe considering your color schemes could help at least communicate the mood you are going for.