

Jessica:

- 1.) The tutorial areas, (Where you press E) have kind of a short range, and it was hard to get close to them if it's a trigger or a wire sphere, I would suggest increasing the radius to allow the player more of a chance to interact with these. It's either that or an enemy being within the range that made it so I couldn't read the text
- 2.) Gameplay likes/dislikes:
 - a.) Dislikes: It's really difficult to attack the enemies when they swarm you
 - b.) I love how diverse your game play is, and the level is so beautiful! It's a real treat to play it.
- 3.) Right now your jump allows you to float in the air until the enemies stop swarming (which is cool, but if you don't really need to implement this anywhere, you might want to change that).

Great job!