

Lillian:

1. I think the enemy difficulty is just right
2. I think the puzzle switches have a good simplicity for the beginning, but you might consider doing gates with double switches that both need to be turned on to get through... or one switch will turn on one gate and close the other type of thing. (side note) it might be helpful to change the color when the switch is pressed to make it easy for the player to recognize that they have actually pressed the switch. (Like have the gates and switches be red until the switch is pressed and then turn the the switch green to indicate that it was activated)
3. The layout worked great for the most part... I think there was one area where to move onto the next it felt like I fell off the edge, and it was a little jarring and had me thinking "Did I die? Can I jump off all the edges?" maybe add a light or something indicating that it isn't just an edge.
4. I found the pace for finding switches worked well
5. Overall I would say the player had good functionality... The jump may come down a little hard.

Great game! I had a lot of fun playing it!