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| **Note 1** | |
| Feedback / observation | Lives counter is hard to read |
| Comments / fixes | Could be changed to a number or easier to read symbols |

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| **Note 2** | |
| Feedback / observation | Too unforgiving |
| Comments / fixes | Number of starting lives could be increased |

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| **Note 3** | |
| Feedback / observation | Being unable to move while gravity is off is frustrating |
| Comments / fixes | Changing this would break one of the puzzle elements of the game, since the player wouldn’t have to time their movements anymore. |

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| **Note 4** | |
| Feedback / observation |  |
| Comments / fixes |  |