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| **Note 1** | |
| Feedback / observation | The player can launch themself out of the top and side of the game window. |
| Comments / fixes | I think this is fine, since removing this might break some levels or make them harder to lose on. |

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| **Note 2** | |
| Feedback / observation | The platforms' side collision doesn't match the sprite (You can go inside the side of the platform but there is collision near the middle). |
| Comments / fixes | Widened the player’s collision slightly. |

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| **Note 3** | |
| Feedback / observation | On Level 5, you can time the Gravity switch and get yourself on the top platform to skip the level. |
| Comments / fixes | Covered the top of the platform in shockers so the player can’t stand there. |

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| **Note 4** | |
| Feedback / observation | On Level 6 there is an electricity obstacle outside the box. |
| Comments / fixes | Removed the shockers outside the box. |

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| **Note 5** | |
| Feedback / observation | When clearing Level 6 the levels will repeat without an end. |
| Comments / fixes | This is intended behaviour, since there are so few levels. |