**Notes from Ben and Ellen**

Biggest Note: CONTROLS!!! CHANGE THEM!

More specifically:

Way too many buttons right now. Try to have just the two analog sticks and two buttons and that’s it. Completely. One button, A, is the “Action” button that performs the correct action based on context. The other button, B, is the perform alternative action/disengage “A button” action.

More visual feedback on successes

Cut the Monk success path out entirely. There is no possible chance of Setsuko making it to the Monk cave; she’s just pushed off the path somehow.

Zoom out camera a bit more in dungeon; still can’t see enough to easily tell where the targets are in the central room and bomb room.

Music/sound effects all great. Do more of those.

Particle systems/models/graphics all great. Do more of those. Try to find an animator if you can. If you can’t, change out non-animated models like the dog for something else.

Dialogue is great. Characters are well realized. Parasol is funny. Now, cut the entire by half and do a rewrite.

Love the defensive-based combat. Stick to your guns (no pun intended) and take it all the way. Get rid of swiping with parasol (will also free up another button).

Lots of little bugs that are no big deal at this point, but will want to fix.

In conclusion,

Our game does ONE thing bad (controls).

Our game does a few things average (see above).

It does everything else AMAZING!

Great job.