~~1) I like the locking on the the enemy functionality~~

~~2) I also like the exploding of the enemies~~

~~3) You spaces need to be populated with placeholder assets that help represent the~~

~~density of the space.~~

~~4) Environmental hazards?~~

~~5) In the puzzle the camera shakes (at 2:32)~~

~~6) Make sure that the cubes in the puzzle align better after pushing them.~~

7) The grap hook area might be more of a challenge if the platform were at an angle

and the had gravity working against you and the grap was the only way

to survive.

8) Maybe temporarily take away the darting when battling the boss since the grap

essentially works the same way.

~~9) The mini boss shoots way slow and seem much easier to battle.~~

~~10) Battling in some of the larger spaces could be more challenge in if there we more~~

~~assets do have to maneuver around.~~

~~11) The hookshot area could benefit from more assets to maneuver around as well.~~

~~12) In final boss area I would have the environment shooting at you as well.~~