Player feedback for Level\_01

-Like the design of the maze-like design

-Likes the twist and turns

-The final corridor at the end is too long and narrow

-Possibly have windows

-Likes the idea of patrolling Zombies

-The starting area, “Reception”, could have more of a visible viewing area

-Add a few more corridors/options

-Have the end area as a safe area for the player and reset the level by resetting zombie locations the have the player go back to the entrance

--The level doesn’t feel like it goes too quickly

-Making the player go back to the entrance makes the game more intricate