1st : “My honest opinion is that it’s a great start and the concept is amazing. It has got potential. I am confused about the mechanics right now but mainly because of bugs.”

* It’s too sunny. Add a cursor. I like the sprint mechanic. Can’t pick up objects after putting them on the fire pit. Make the player a priority for the zombie to follow.

2nd : “I really like the way it handles. Feels like old unreal games. I like the art style a lot, the colors !”.

3rd : “It really needs a crosshair.”

4th : “Where is the crosshair ? I don’t know if I am going to pick this up or not. A good feature would be a kind of preview of where the item would land while holding the RMB. It could also show the soundwave that the object will produce. Maybe you could add soundwave size depending on the thrown object’s mass. Crouch would be another thing to add. More types of zombies and fire damage ! Upgrades for the gravity gun would make me work towards something. Why would you kill zombies except for survival ? Do they drop items which I can use ? If not, they can maybe increase the score of the player”