1. I liked the music (really good music, especially the finishing level one) but I also liked how fast paced and skill based it was. There were a lot of parts where, once you started, you couldn’t really slow down, and the ability to lose and gain lives really fast really helped.
2. I did get a little tilted after making the same stupid mistake about 8 times in a row. I did think that the lives system got a little haywire, because I was worrying about how many lives I had left while also trying to do a half-decent attempt at a jump. I also thought that, especially in the later levels, the checkpoints were spread out a lot, so there weren’t that many, and one section of a level could drain lives easily.
3. I thought it was pretty polished. The game mechanics all seemed to work fine, and the game was pretty visually pleasing.
4. It was a theme where you were running through a mine (?) and trying to get coins and gems. Not a super strong theme, but it was existent.
5. I’m not sure. Maybe I would add a double jump power up, which in conjunction with the mine carts would make for some interesting levels.

Mechanics:

1. The coins (The yellow things) were a nice touch, because if you got enough of them, you would gain a life. It kind of made it necessary to attempt to get them, because you could lose lives so quick in this game.
2. Variable for coins, when coins reaches a certain number, add a life and reset the count.
3. All of the mechanics were fine, but how to use them was a little confusing. I mean, there was stuff everywhere in the level, so it was hard to know where to go next and what to use.