* Not sure if this is a debug feature, but the arrow keys move both the player and the bugs (Fixed)
* The 1 and 2 buttons are a bit awkward to press with the WASD controls

(Changed to O and P)

* The projectiles enter other rooms when shot into their entrances

(Might fix later, it would take another event and it at least “logically” makes sense)

* The boomerang is implemented really well, great work : )
* All the slashes can break the breakable wall, which I’m guessing is a temporary thing but just something I noticed

(Heavy Slash can now only break wall)

* The sad emotion is intended to also have a slash attack so the player will still have a way to attack before finding the cooking bug

(Shield has become a passive, it can also easily become triggered when you slash if you prefer that) (Sad emotion now has slash)

* All in all, I love what’s here and it’s looking really great so far :)