Feedback Notes:

11/04/22 - There are still some issues present in the game but the main game loop appears to be working fine:

* Killing minotaur rewards you only with XP gold, rather than upgrade gold nuggets which feels very disappointing, especially considering that there is no animation/information that you have just killed the minotaur
* The level screen does not count dungeon levels, so even after completion of level 2 it still says 1
* On the loading screen, to new level generation, text and instructions appear at the same time (as it is already next level, I do not think instructions are necessary)
* When we save bombs from the previous level and press space to activate level the bomb is going to be put down and set off.
* Enemies still can walk through walls
* After defeating all monsters and minotaur some rooms were still showing red survival bar, despite me waiting no monsters entered space
* The blue bullet appears to be facing the wrong direction when is being shot towards top left
* The minotaur can be used to farm enemies/xp gold

You can further improve the game by adding the following:

* Simple animation (walking cycle)
* Bigger diversity of enemies and room designs
* Easter Eggs
* Sounds

11/04/22 - Also when you quit the main menu and then continue the game it is bugged:

* Your potions, bombs, gold and XP go to 0
* You are put at the start of the level you completed (3) rather than the next one (4)  
    
  You should also look into saving game data through Player.Prefs as covered in Section 10 to allow for data save between play sections.

20/04/22 - There are quite a few improvements from previous builds:

* Visual "shaders" are interesting atmospheric addition
* The soundscape of ambient sounds and in-game actions adds to the gameplay
* Simple walk cycle for the player character
* New room (Spear Upgrade - Blue)
* Column and spawners randomisation/different patterns
* New corridor buildup to the boss room.

As well as new glitches:

* Damaged barrels life bars appear above the ceiling of the room (also thematically it should be **amphorae)**
* **On the Pause screen, everything stops EXCEPT collision damage (so if you are being hit when you pause, you will die on unpause if you wait for long enough)**
* **If you die after collecting pandora's box, you will still receive information that you have survived, the new level will start fine, but the player level will display the value of your last level achieved (it won't be updated until you reach above it)**
* **When you finish level walking the sound of walking just keeps playing on the loop**
* Minotaurs ambient growl still plays when we fight him in the same room

**Potential improvements:**

* Adding visuals for dashing "can I suggest however to add a bit of visual feedback to the dash like a trail, footprints, or dust? right now it looks like the character is just getting swung across the screen"
* Enemies spawned by the Boss, could either drop a limited amount of XP or just be shadows (they block your hits and movement but don't deal damage) as now they kill the experience as you kill them with no feedback
* Death animations/sprites
* Levels can spawn full of monster rooms (lots of XP little weapons to kill minotaur) or full of items (too many bombs/health not enough XP)
* Minimap?
* Enemies animations (spawning, movement, death) and diversity/biomes

12/05/22 - The addition of barrels in the enemy room is a welcoming addition, but at the beginning of the game, it gives items in abundance.

I also managed to soft-lock myself out of the room by using a bomb, which potentially threw the enemy out of bounds which then I could not kill thus being locked in the room despite the timer ending.

Also I ended up not having any gold despite nearly completing first level.