Feedback:

I had 3 game testers who were my roommates and my girlfriend. I only asked three things of them:

1. Try to break my game

* They found a couple bugs regarding my terrain where you could exploit my ground colliders and either launch yourself or get stuck on the side of cave walls so i added invisible walls to the sides of my levels.
* There is a bug where my spells won't shoot to the right on certain levels but they still do damage. I have yet to fix this but i'm assuming it has to do with the Z axis and ordering of my layers. The spells are just going behind the terrain.
* With my dialogue if you click the continue button too fast you will get some jumbled nonsense. I fixed that by only making the continue button available after the dialog for the character is finished

1. Does the story come through in the dialog and into:

* Every one of my testers answered yes to this question.

1. Is the game fun/ could you see yourself playing this game on a full release and for what price:

* All of them said they would play this game on full release but the prices they would pay differed, I will list those now. Five dollars, fifteen dollars, and twenty dollars.