

Note that for a lot of our feedback, we gave our reviewers an option to opt-out of their full name & email.

| Name and Email                          | Feedback   | Team response   |
|---|--|---|
| Kyle Chu<br>kchu14@gmail.com            | <ul style="list-style-type: none"><li>Needs a crosshair</li><li>You should have an effect for damage taken aside from the HP bar going down (hit animation?)</li></ul> | We aren't sure if a crosshair is quite the right fix, but we'll re enable the mouse   |
| Jonas                                   | <ul style="list-style-type: none"><li>Rooms could have some more detail in them. Right now they seem pretty empty</li></ul>  | We are working on some new assets to add to the rooms (e.g. beds, etc)  |
| Aedan<br>awb84@case.edu                 | <ul style="list-style-type: none"><li>Some more enemies could make the game more exciting</li></ul>  | We're planning on adding enemies to the hallways, though we aren't sure if they'll be randomly spawned or have set spawns       |
| Brian                                   | <ul style="list-style-type: none"><li>Right now you can't die, your health goes down, but nothing seems to happen</li></ul>  | We're adding some basic screens to tell the player that they've won or lost based on what's happening in the game.              |
| Andrew's Dad (Bruce)<br>bmsjr@yahoo.com | <ul style="list-style-type: none"><li>The game is too difficult at some stages</li></ul>   | We can look into balancing some of the mechanics (e.g. enemy density/speed), but this is intended to be a fairly difficult game |