Alex T

* Instead of switching weapons, just having a button press
* Doesn’t know how much damage is happening to the boss
* **Add telegraphing for the boss**
* **Bigger rooms**
* **Add more obstacles in the rooms**
* Spam to click – low damage arrows to shoot
* Boss is too easy
* Balance how much damage is taken
* **Add visual effects – shake when the boss drops to the ground, damage the player gets**
* Firing is awkward – controls need to be organised
* Abilities are confusing to control
* **Visual feedback around the game**
* **Make the rooms bigger – have it where if character is in the middle of the room, they cannot see the edge of the rooms**
* More decisions in combat – having more enemy types
* More visual clarity for day and night cycle
* **Implement safe places – cover**
* Mini maps – showing rooms around you, allowing for exploration of other rooms