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