# Playtest Feedback – 9th/02/2020 Clem

* Down (level room) = enemy is stuck in the water (bottom right)
* Spawn dead zone = think about obstacle placement (bottom left of down room)
* Make Projectiles go over the water
* Scale down room
* Telegraph cool downs for abilities
* When damaging enemies telegraph how many more you can hit
* Dungeon room size (left,down,right room) good size
* Dash is OP = make it eventually faster
* Mini map isn’t so useful because the rooms are too big
* Night-time – darker – torches? Flowers glow at night, water sparkling
* Most of the time – lack of action & purpose in the level
* Game has no purpose right now
* Resource management – feels like player character is too OP  
  - make the character weaker and then build him up through the game  
  - ammo? = survival – ammo could be more limited   
  - charge shot should be an ability with more cool down – bigger AOE
* Telegraph cool down
* Obstacles in the levels are too obsolete because of speed of the character – players don’t have to use cover
* Character is too fast
* Or make the enemies faster
* Boss room should not be the first tile room to spawn
* Size down the level rooms similar to the dungeon rooms – limit the size fo the room