Written down feedback

Steve

* Game is too harsh in the beginning
* Only strategy of the game is to move backwards (kiting) – its very repetitive
* Look into game loops such as Mario – Introducing enemies in safe place and increase the difficulty
* Have more enemy variety, instead of them just chasing the player all the time
* Boss – think about how much the player is constricted in the boss level
* Enjoyed the game &wanted to continue to play
* Work on balancing
* Dungeon room should not be the first room as it is too difficult

Kiril

* Kiting is good = Makes the game more suitable to skilled players
* Dash towards mouse – something to consider, test it out and maybe on a controller
* Flexible dodging
* Boss particles are not that difficult
* Maybe look at variety of shooting
* Charge attack should go through players instead to make it more impactful
* More balancing
* Didn’t really explore the map