* Few people said it was extremely easy to input attacks
  + Had issues performing all attacks
* Characters felt half as responsive as expected
* Poor reception to audio
  + Overall audio and noisy play area
* Pixel art seemed too blocky
  + Most likely in concordance to the rest of the art
* Issues from picking characters to manually picking elements
* Mostly positive response to UI
* Acid rain was hard to aim
  + Difficult to understand at first
* Have timer or health flash once either get low.
  + More responses to indicate taking damage
* Symbols for Life and Space are not clear for what they represent