After the interview with the kids, there was some recurring feedback and certain features that they would like to see in our game. These features and feedback primarily include gameplay related features and unlockables like characters and levels.

The features that follow are the one the kids most often came up with when asked for feedback and tips, the first being the most often mentioned:

1. Several players to choose from
2. In-game things to unlock/buy like players, levels and powerups
3. Powerups that the player can grab whilst playing a level
4. Health system