Topic	#

- Feedback & Requests — **22**

  - **Deeper Puzzles / Better levels.** — **4**

    - Just more! — **2**

      Feedback 08 and Feedback 15

    - Deeper Puzzles — **1**

      Feedback 08

    - Levels where you need to rapidly change the direction of lights to pass. — **1**

      Feedback 11

  - **Hard to tell the colors of the blocks.** — **3**

    Or which box is activated by which light.

  - **Need a better way of moving the lights.** — **3**

    - Better in general. — **2**

    - Better when moving the character. — **1**

      Keyboard-based?

  - **No feedback or explanation.** — **2**

    - Needs an explanation (i.e. story) of why you are a block (that will change) and how the light solidifies the blocks. — **1**

      Feedback 07

    - Add a tutorial level(s) — **1**

      Feedback 09

  - **Swinging Lights.** — **2**

    Feedback 04 and Feedback 15

  - **Secondary objective to finish a game "better".** — **1**

    Feedback 03—e.g. Collect hard-to-reach items, such as a star.

  - **Better Player Controls** — **1**

    - Space for jump in combination with arrows was weird. Try up arrow (or W) instead! — **1**

      Feedback 03

    Control system is a little difficult.

    Feedback

Space for jump in combination with arrows was weird. Try up arrow (or W) instead!

Topic	#

Feedback 03

- Control system is a little difficult.

  Feedback

- **Focus on the "interruptive" (i.e. occlusion) effect when making puzzles.** — 1

  Feedback 06—"That alone is cool enough to keep someone playing.".

- **Add music and art.** — 1

  Feedback 09

- **Add a light bridge.** — 1

  Feedback 09

- **Better looking lights.** — 1

  Feedback 12

- **Graphics overlapped.** — 1

  Feedback 14—Not quite sure what this refers to.

- **Strobe lights.** — 1

  Feedback 15

- Descriptors — 23
  - **Awesome** — 1
  - **Colorful** — 2
  - **Concept** — 3
  - **Cool** — 4
  - **Creative** — 1
  - **Difficult** — 1
  - **Fun** — 1
  - **Interesting** — 1
  - **Neat** — 1
  - **Nowhere Near Done** — 1
  - **Open** — 1
  - **Original** — 4
  - **Simple** — 2