* Camera
  + Q and E are weird
    - Resolved by controller support (dual analog sticks)?
    - Mouse control for camera when playing with keyboard (assuming we choose to add viable keyboard controls)
    - No vertical camera movement
  + Camera needs to stay inside of walls
    - Closer to player
    - ProtectionFromWallClip default asset script (name might be something different, research will need to be done)
* Gameplay
  + Jumping
    - Jumping is really fast
    - Jump height is okay, but the ascent and descent need to be slower for longer jumps
    - Tap jump to do smaller jumps
  + Level Design
    - Where I am going? Are there indications of where I need to be going to complete the level?
    - The level doesn’t feel like a natural progression, it doesn’t lead players to the exits (it’s a maze, not necessarily a bad thing)
* Miscellaneous
  + Several random hitboxes that people can jump on
    - Floating between two platforms in the final area (which ones?)
    - Floating above the pipe in the exposed pipe room
  + Can’t restart game after beating the level/dying
  + Lighting is *really* strong
    - Will likely be mitigated once we add textures with normal maps
  + Z-Fighting on several of the floors
    - Makes people think it’s an obstacle, when it’s really not
  + Able to go under the walls in the final room
  + Health bar didn’t show up, and doesn’t seem to empty
    - Traps didn’t lower player’s health
  + No co-op
* Good news, some people liked the concept and want to see where it goes.

High Priorities:

1. Add co-op play
2. Replay game after death/winning
3. Fix camera
4. Fix jumping from being so fast
5. Fix z-fighting
6. Enemy behavior
7. Invisible platform jumping