Padwan feedback

• Giro / pivot rotation

• People often move hand position, after a time, out of volume

• Increase hardness

• Fucking awesome

• Better resolution

• Physical handle

• Visual feedback when hurt

• Awesome

• Funny

• Improve game with a plot

• Improve how to handle it

• Improve learning curve

• Multiplayer?

• Increased mobility with your hand

• Background was bad – hard to distinguish foreground

• Needs better way of showing points

• Better collider on sword

• Better control

• Physical sword

• What is the sign doing there?

• Use the force!

• More levels

• Go around?!

• More weapons

• Fix hardware

• Throw sword

• Sword drops often

• More enemies

• Moving platform

• Pong like reflection

• add view of body

• Hard to manage the game controls

• Better AI

• Bound to DVR

• Softer movements

• A bit difficult with your arm

• The laser sword was lagging

• Fix the motion tracking

• (good) it easy to get a enw lightsaber

• Make it possible to move the arm more

• Better tracking

• Leaderboard!

• Powerups!!!!