Start menu

* Button text a bit hard to read but good style
* Update log scrolls infinitely. Should be capped.
* “make a suggestion” should be in a platform that does not require the person to create a username. This is a barrier to feedback. You can easily set up a messaging system on your website.
* “press start to start” is redundant

Intro

* Sun studios intro sequence very fucking cool
* Visual and audio feedback on menu item changes and selection is very strong
* Menu item change sounds could be more harmonious (suit the background music)
* Background music feels great
* No sound played when go back from controls menu. Should add sound.

Story mode

* Frames on scarf less than frames on hair and cloak
* Not enough time to read last line of dialogue before level 1 starts

Level 1

* Level 1 intro music should be higher intensity
* Nothing in level 1?
* Platforms look really good
* On quick strike, gap between button press and strike should be shortened. Feels much better with immediate reaction.

Level 2

* No way to defend when enemy is on either side of you?
* Music feels really good
* Techno sound theme fits perfectly with visual aesthetic and fighting aesthetics
* This level should be level 1

Level 3

* Feels very linear and restricted to not have jumping
* Text thoughts appearing very cool
  + Maybe only triggered on movement and action?
  + Visual response to action feels better than simply randomly appearing
  + More texts. Gets repetitive
* No need for xbox controller image on “A next” text block
* “tell me… just who are you” – remove “just”

Potential for more depth in gameplay

* Use the fact that the eagle can scout ahead to prep for complex, challenging, fast paced combat sequences.
* Needs jump mechanic – this will give much more potential for interesting level design

Level 4

* Only two options – move forward and quick hit or power hit. Need more variety of combat
* Bird suffer damage from strike and must return to player
* Stuck on level 4 – how to proceed? Gate not marked clearly enough
* Guards should attack from further away to increase challenge and intensity. Combat is too easy.
* Should be able to change direction of attack when loading

Level 5

* Why is there a timer? If no reason, consider removing
* Player can block and tumble when bird is being controlled?
* Bird should be able to stun enemy by dropping rock on head

Level 6

* What do blue image signify? Not clear
* What is maze up to?

Level 7

* Bird leads guard to button – good level design – more of this sort of thing ☺

I died – item unlocked – where is it? Should say new weapon?

Level 8

* Difficulty of combat ramps up too slowly. Its ok for the player to die early on and try again
* Need to encourage people to strafe and roll explicitly. Didn’t realize this was a mechanic until now.
* Bird not seen when player is on ladder
* Bug: lost bird when flew to other side of building through tunnel

Level 10

* Stuck behind rock. Cant get past…???
* “hodl down + B” needs to be clearer

Level 12

* First few guards able to be killed by holding A. intended?
* Consider why have story and levels buttons in main menu?

Level 13

* Spikes on left wall should injur slowly rather than just kill
* Difficulty feels much better now.
* Weapon unlock system is good for balancing difficulty
* Boss music keeps playing once you have died and have to redo the puxzle
* Player should return to boss battle. Puzzle breaks flow.
* Awesome cut scene

Level 14

* Empty section up top?
* Need to display indication of whether you are receiving a weapon or apower up
* Consider some variation in responses to being cut and reaction times to make gameplay more diverse (overcome mashing strategy?)

Level 17

* Good level design

Level 18

* Counter intuitive to move character when controlling eagle
* Feels a bit janky that eagle magically goes through wall when returning to character

Level 20

* Last two enemies are no threat at all. Can go straight past. Intentional?

Game over levelling up screen

* Should play sound effect when levelling up. This should feel really good. Its what we work towards…

Level 21

* Should show spikes before player reaches this section
* Player should not be killed without any possibility of knowing what to do
* I didn’t realize that you could hold A to do comboes until now. I thought you had to mash it instead.
* Should be sound effect for player death?
* I love the pylons smashing down in time with the music. The animation looks great.

Level 22

* Boosting platforms feel really good
* Boost platform on left shoots player extra high – should be bigger than others for consistency

Level 23

* Sound effect for pistols opening?