

Name	Feedback	Improvement
Gary Tibbett	Game looks very nice and has come together well. Player as a character is a lot of fun.	Adding paralaxing to the background to create depth. Foreground and Mid-ground clutter. NPC's
Ant	It looks very nice and animates well. Level design is good and the lure of the collectibles is too hard to resist	The physics of the character are difficult for the finer movements, such as landing on/following the moving platform.
Abbie Kitching	Level Design is really good and the game looks AMAZING! The character animation is smooth and the art is colourful and attractive. Really good game!	Jumping sensitivity is quite high so it is easy to over shoot certain jumps
James Barnett (the last guy to beat it, scrub)	The first thing to stand out was definitely the character. However, I loved the overall design of the level as it was a good challenge. Well done!	The one problem I had was the jumping mechanic as it has a slight delay but its nothing major.
Daniel Forester (The second guy to beat it (easier than James))	Animations are smooth and the character looks really good. The art is also really nice and has a good difficulty for a first level.	Jumping is a bit delayed and the collection of coins also takes a few seconds to register. Collision detection can be a bit funny and the character can get stuck fairly often.
Leighton Potter (The real first person to beat it)	The games artwork looks clean and works well with the magica-voxel character. The design feel fluent and its equally challenging. The game feel well and the animations look clean and smooth, the overall character set feels very nice.	The controls can feel a little bit sticky on certain surfaces and on the platforms the character can barely move and jump of the platform. Also on the vertical moving platforms the character wont move along which forces the player to jump over and over. The colliders can feel off sometimes and the player can

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Chris Jeffrey	Solid level design. Initial level starts out with basic platforming then ramps up to harder jumps once the player has shown their skills of mechanics. Great job! 😊	Finesse controls, character can feel floaty. Play around with the character a little to “tighten” the controls more. A little more gravity and less jumping momentum would help this a lot!
Nathan	The game is great and looks really nice and professional. I fuck with the design too and the main menu process is refined and clean.	Make the animations more smooth when transitioning from animation to animation.
Ben	Really fun , nice art style , nice level design and assets .	Jumping momentum needs fixing .