Ryun’s Feedback

* First, I was told to play V5 but when I tried to load it nothing was there, so I played v6
* Your level has a lighting problem which I know you’ve heard probably 100 times. I mean try making some of the corridors narrower and increase the intensity of the torches, that might work. I would say maybe some type of sky light, but with you being underground I don’t know if that would work.
* There were quite a few times that I could see the outside through cracks in the walls.
* Though I like the first encounter with enemies you have, it would be quite overwhelming to a new player trying to learn the controls. Maybe a couple smaller rooms first to really introduce the enemies before throwing the player into a room with a lot of them.
* Your level can turn into a labyrinth at times, this is great for exploration purposes, but I got lost for a bit in the later areas.
* I found a key in a far-off room that didn’t appear to open any doors, I don’t know if you haven’t implemented it yet.
* You need to add more potions, with it being the first level and all. There was a solid 2-3 minutes where I was walking around with 1 hp and no mana.
* I like the interior and the huge cavernous rooms with enemies. The only issue I see is I have no idea how you are going to light that room up.
* Also, other than the battle room there is a general lack of enemies. Some more would be nice and keep the player engaged.
* I know this is a new/uncomplete level I just mentioned thing I noticed which I am sure you will be changing. Your biggest issue will be lighting and I have no idea on how to solve it.