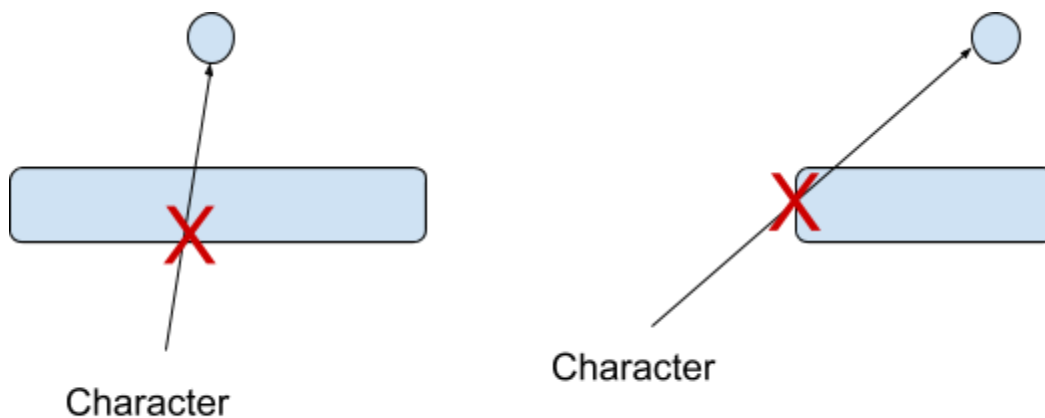


Slingshot, peer review

We want to congratulate your team for the excellent work you have done. The game looks and feels really professional and well done (except the menus, which we assume are a work in progress). We haven't found any significant bugs, crashes or other problems, so we're just giving you some suggestions that we think might make the game even better.

Suggestions:

1. Having the orb disappear when you hit a wall is slightly inconvenient at times. The scenario in the left image makes sense, but in the scenario in the right image it kind of feels crappy to not reach the orb just cause I hit a corner of a platform. Maybe only recall the orb if collision lasts a certain time?



2. Some games use W for jumping rather than space (which is also what I prefer). Since it doesn't conflict with other controls, why not add it as an alternative key to space?
3. It seems to me that at the end of the level "continue" should either send you to next level or back to level select. It's unlikely the player would want to go back to main menu at this point.
4. Adding some sort of story element to make the players more engaged in the game will be good. Maybe dialogs after certain levels or any ideas you had for the game lore.
5. Looks like the game could be very well suited for playing with a controller. The left and right movement and pause menu already works with an Xbox One controller, so adding the other controls could be a nice detail.
6. Back button in settings doesn't seem to work, you have to use Esc key.