Peer review

1. Looking up and down shows a clipping character model(?)
2. The end of the long hallway has some collision problems with the floor (seems to be caused by tiles connecting two rooms). Player can fall through it.
3. The key door color could be more noticeable (maybe emissive surfaces from the lighting lab could help)
4. Maybe add multiple cans on the start tables so the player can experiment more. Consider also adding interaction with the can so you can actually see it being grabbed.
5. Moving diagonally seems to be faster than moving regularly (check input vectors maybe?)
6. The can collision sound plays right after throwing (collision with player?)
7. A geiger counter sound would be a good secondary indication of danger. Also, there could be some helpful aid how to avoid the enemy. Right now when you get closer to it, you just disappear and respawn in the beginning - was a bit confusing.
8. Could also be available for Linux.
9. Jumping can get you to unwanted places. Like through walls/ceiling. If the final game does not involve any jumping to get through maybe it’s a good idea to disable jumping entirely.
10. When player gets killed, there is no death animation. Instead of just disappearing and spawning in the beginning, could indicate death state somehow.

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Reviewed game: Cats VS cucumbers