

Keyboard and Mouse	A Lot	Yes		Yes	Tried to swap bumpers and triggers, ran into issues. Game thought a button was in use when it wasn't so I reset everything and played as is.	Extremely Comfortable		Yes	Somewhat better			Combat with the current camera and movement speed felt hectic, more evident feedback from character actions (hits, blocks, etc.)
Keyboard and Mouse	A Lot	Yes		No		Comfortable		Yes	Neutral			Didn't know I could rebind controls. needs to be more of a reason for me to switch sword dance. eg. armored enemies that require me to use the slow/heavy stance to destroy armor as an idea.
Keyboard and Mouse	A Little	Yes		No		Neither Comfortable nor Uncomfortable		Yes	Somewhat better			it can be better adding timing for parry
Keyboard and Mouse	A Little	Yes		No		Neither Comfortable nor Uncomfortable		Yes	Neutral	none	ummm a bit of the background music was kinda weird ummm like the oooooOOOOooOOO part felt like it was more of some sort of interaction sound than part of the background music.	i enjoyed it ummm everything felt good anything that didnt feel good was more like i am bad at mechanics than this game is bad with the exception of parrying enemies
Keyboard and Mouse	Some	Yes		No		Comfortable		Yes	Somewhat better	I think a sounds for the character and enemy getting hit would be really helpful for the feedback to tell me when that happens. I think the same applies for like the movement of dodging and rolling. I see that I dodge/roll/block/parry, but I think adding a sound to it would bring it to the next level.	I really liked the swishing for the sword. I think each sword having their unique sound would be awesome.	I mentioned to Trenton, but the camera felt like it was pulling down (could have been controller issue) and there seemed to be a movement speed increase after a roll. Also different attack speeds for different swords would be awesome.
Keyboard and Mouse	A Lot	Yes		No		Extremely Comfortable		Yes	Somewhat better	parry sounds		are the enemies unkillable with the blue sword? I feel like I hit them so many times and then one tapped them with the yellow sword.
Keyboard and Mouse	A Lot	Yes		No		Extremely Comfortable		Yes	Somewhat better	Grunts from getting hit.		Sword switching mechanic is neat, really like the graphical/animation improvements. Next step: make the enemies appearance as improved as the hero's!