

- ☐ Sword... not familiar with x box controls. Isometric view. Level directing is. Parry feels not right. Attack animation is longer than theirs. No space for parry. Pause does not work should learn about switching sword before parry.
- ☐ Should check to see if controller is attached then occlusion onboarding gotta forward for the correct input. Parry is not forgiving. Vertical direction in camera view is too sensitive. Would like a combo. Red sword feedback feels great. Though super slow animation. Understands the trade is between the Swiss. Red sword felt like a point as opposed to slash damage. Fox's is in combat and not fleshed out enough to be interesting. Animation cancel so you can do the parry or roll. Didn't feel the blue sword had advantages. Parry is hard to identify. Need feedback if you're hitting a sweet spot. More Doucet so you know you're progressing. Boys... when I respawn facing away from here's why it wasn't to because y
- ☐ Apparently you are seeing it on fire. That is very attractive

- ☐ Shattering sword... watched the whole intro. Picked up contours really. Beautiful art. Got lost. Unclear order of events to go through the whole tortures. Village looks the same. Change sword from text was short. Player did not notice. Did not complete all to get to the boss.