Firewatch

Settings tab

Start game → load game

Languages → translation

Quit button

animated background

Crazy loading screen (presented by [name])

Intro too long

Long long explanation in the screen

Unrealistic behaviour

shaking

pointer for interactions

Good and sightfull UI

Difficult choices of dogs

Sound plays depending on choices!

Backpack flew out

Zooming in

MAP and backboard with information + compass

Dialog choices follow up

weird stroking motion

Cant do multiple actions simultaneously

You keep the stuff even when you fall

When looking at objects you can see the name of the player

The movement on rotation is very fast

Great animations → slapping book

Sometimes you just have one option of dialog.

Map update → for task list

URP Effect

Nice transition after completing tasks → day 1, day 2 → you wake up next to your bed everyday

Every object has a different interface / mechanic

Changing assets - > not hooked hook to hooked hook