# Session 1

Highlighted means change has been made.

* Text (instructional text)
  + Small
  + Poor quality
  + Hard to see
  + Font does not tie into theme of game
* Add obstacles (obstacles have not yet been implemented)
  + Too much walking
* Player speed
  + Possibly increase player speed (however play testers did say this may not be essential once obstacles are implemented)
* Appearance
  + Background is too grey, could add mossy look to tiles, etc
  + Players did say this may not be essential once obstacles are implemented
* Animations
  + When walking left – idle left, when walking right – idle right, etc
* Camera
  + Camera shouldn’t follow player as player moves closer to the edge
  + The “darkness” shouldn’t increase