

**1) What are your feelings about these Main Menu concepts? What would you change about them? Which one do you prefer?**

Prefer the second one, title fits the vibe of the game better, as well as fits board game feel. The centralized lettering feels out of place, the offset menu options on the first one feel more like what I would expect to see in a game menu. As a new player, “Grimoire” doesn’t mean anything to me, not sure what this option does.

**2) What are your feelings about this In-Game User Interface concept? What aspects do you want to be kept, and what aspects do you want to be changed?**

Overall like the in-game user interface, to the player card, maybe add a mark to show where the player stats started at, mark cards with “omen” or whatever type of card they are.

Could add a marker or symbol to show where each hallway goes to, such as showing the stairs go to upper floor, foyer doors are unknown, front door is escape.

**3) What features or information would you like available to you if you were to play a demo or final release of this game?**

Ability to see other players stats, also would like to see haunt tracker/omens in the game interface.

Proximity chat with other players and the haunt.

**4) Do you have any other questions, comments, or concerns?**

In the inventory, an adrenaline shot is shown but no information on what it does, or when you can use it are shown - same with holy symbol card.