

Lucid Reverie Feedback

1. How did you feel when playing?

Did you have any problems with motion sickness or other physical feelings?

Felt immersed. No Motion Sickness. Felt inclined to Walk around, but not an issue.

2. How were the controls? Were they intuitive? Did you have any issues figuring out how to interact with the game?

They Made sense. However, a small interactive or Informational tutorial would be ~~also~~ helpful but not necessary. Found Reach / Range of grab was not completely clear.

3. How easy was it to understand what you had to do? Did you have any issues with figuring out what actions were required?

I Felt, ~~knowing~~ knowing it was puzzle, easy to Figure out. Didn't understand cards, managed to fluke it ez, would like to see more quantity of puzzles, or more complex.

4. Once you had figured out what to do, how did you find each of the puzzles? Too hard? Too easy? Please give feedback about each of the 3 puzzles – The teaset, The Cards and the Poster.

Cards – easy, Fluked it. Not sure if it was clear either. teaset – Found that Puzzle the Best. took abit to figure out but Perfect Balance of complexity and interactivity. Poster –

5. Did you feel a general sense of progression? Did you feel satisfaction as you completed clear. And easy. objectives?

~~Yes, the~~ Yes, However, It diminished by the last puzzle. Felt like needed More. Puzzles Felt easier the Further I progress.

6. What did you like the most about the experience?

I Like interacting with objects enjoyable. ~~cards was~~ the visuals of the room exploding was entertaining too.

7. What did you like the least about the experience?

The Card Puzzle was least intuitive. Needs more of a thought Provoking Process.

8. If you had a magic wand and could change one thing about it, what would you change?

- Collisions – Want to be able to sweep the table and smash Pot/Kettle
- More Puzzles – Add more indicators or hints.

9. Do you have any other feedback?

Very Interesting experience. Needs an Would love to see A fun reward for completing. eg. Loose objects to smash.