

## Lucid Reverie Feedback

1. How did you feel when playing?

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

~~I did~~ I had no problems with motion sickness.

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

No. ~~the controls~~ objects like the globe should be interactable.

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

No, I already ~~was~~ knew it though. the card were simple

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 - too simple Teaset I think was good  
~~the~~ Poster would be nice to be able to throw into it.

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

~~Not really~~ Not really most with the teaset I did.

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

Interacting with objects.

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

the card puzzle

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

a more in depth card puzzle

9. Do you have any other feedback?

~~No~~ No is something to guide the player. Currently has no real direction.