

## Lucid Reverie Feedback

1. How did you feel when playing?

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

Felt odd picking thing off the floor.

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

controls were good

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

was pretty easy. Not really sure how to improve

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.

very easy. There are no directions to find the queen

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

not really

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

Being tiny

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

picking things off the floor

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

Be tiny more

9. Do you have any other feedback?

leme smash.