

Lucid Reverie Feedback

1. How did you feel when playing?

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

curious exploring the room
no physical sickness or other problems.

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

NO control problems but a prompt on what buttons would be nice.

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 problems outside of the Bookcase

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.

Poster worked well and had a clear solution
teaset was harder but still easy enough
cards made no sense at all without hints

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

i felt progression. it felt good to solve puzzles.

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

~~just~~ The spacey ending you can throw things into.

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

~~the fact~~ the cards puzzle

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

How some items are held, making the angle you grab the item relevant to how its held

9. Do you have any other feedback?

~~some~~ some items don't line with the hand when picked up. (big light stand)