

## Lucid Reverie Feedback

1. How did you feel when playing?

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

after the game I felt a bit lightheaded but overall there was no motion sickness

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

I believe that for new comers to games it may be a bit difficult to figure out

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 believe that each clue was easy to figure out (but maybe make the cys more obvious.)

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.

1. the Chew toy could be a bit more obvious.  
2. the Cat poster should be more centralized  
4. there is no indicators for the ~~Superman~~ Cards (have a faint noise)

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

have a few visual indicators (artical effect emanating from the completed puzzle

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

being able to throw objects anywhere

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

the card game was the least appealing

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

have a mini game at the end  
throwing balls in space

9. Do you have any other feedback?

NA