Playtest!

By:

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**No. of playtesters:** 3

**Where we playtested:** Ftg11 and canteen.

**When we playtested:** Wednesday 1pm-3pm and Thursday 7pm-8:30pm.

**Who playtested:** Maetusz, Enrika, Conor.

**Questions Used:** <https://docs.google.com/forms/d/e/1FAIpQLScU5iSAzg6Xfcwve-hXvr81t6Pt2PRZB-lBX5EMTh9k_DAlrw/viewform>

**Feedback Derived:**

* Objective is easy to follow.
* Enjoyed the challenging aspect.
* Stick to one puzzle per room.
* First impressions can be confusing.
* Make sure they remember to move the icon.
* Easy riddles may have been too difficult.
* Key element may be confusing.
* Improve room adjacency and allow for more spacing.