10/5/22 Feedback Blake .K  
Recommended that each encounter should have their own ‘verb spell’ check script, and when the player enters/leaves it enables/disable a listener that’s waiting for the combination.

Recommended to add ‘greyed out boxes’ filled with words, to both limit player choice, and push them into making sentences.

Recommended to not worry too much about making the game have elements where they need to put the right verb into sentences, and that each slot represents a space within the sentence. Could be used for puzzles or riddles.

17/5/22 Feedback Josh .S

Recommended a ‘Sort’ Button, so the verb inventory can be organised

Player feels slow, same with camera controls

17/5/22 Dan .D

Casting would feel better if it has non-specific spell combinations

Clearer purpose for each spell, something that provides context

24/5/22 Micheal .W

One enemy felt frustrating because had two colours, but no clear indication with combination, maybe tutorial text.

Rather basic due to it being a draft, not many complex mechanics, needs art and more context.

Having words always visible felt annoying, maybe it could be hidden when menu’s disabled.

Doors have nice interaction; progression had a linear sense of direction.

Movement feels rigid, add a sprint mechanic.

Camera is fine.

Make instructions clearer, try adding more content and art assets, maybe particle effects.

24/5/22 Blake .K

Update wirframes in DAD, and any other changes since development

More Level in the game, More aesthetics, art and models,

revise and implement all wireframes

Add system where each spell area limits amount of spell slots available, to make puzzles earlier easier.

In production resources, edit schedule to have more context in sections such as UI/Art.

In asset list, remove redundant files and re-arrange tabs (done to end, notes and purpose merged)