Lost in a Field Beta Test Feedback From 3 Testers:

Observations:

- It take people a while to figure out you have to examine the don and then it collar

- People figure out that the screwdriver unlocks the car pretty quickly

- Most if not all items get examined by the player

- Some items don’t give responses or give in correct responses (detailed below)

- Everyone eventually figured out that you had to unlock the metal door to get to the car

- Most people tend to take all or most items that are attainable

- examining a room doesn't give a rooms description

- people like the exits list

Need to change (problems):

- understand Scare crow for scarecrow

- give a response to trying to feed the dog things

- 1-foot looks like I-foot (change 1 to one)

- carport description (more detailed car description)

- fix apple tree description

- understand cow as cows

- understand bells as bell

- more detailed car description

- fix spelling of bucket

- fix names of some things (dog is wearing ***A*** collar instead of dog is wearing collar)

- fix context of some items

- add changing item descriptions

- add cover art