

Seed Inputted (Leave Blank if used Random Seed)				
NATHAN				
Section One: Tick Box Questions				
Did the game load to the next scene?	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Did the player spawn into a square 'hub'?	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Were you able to navigate to the end of the map?	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Did you clip through any of the walls in the map?	Yes	<input type="checkbox"/>	No	<input checked="" type="checkbox"/>
Did the end take you back to the main menu?	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Section Two: Open Worded Questions				
What do you think of the player controls? Any changes you would make?				
Player controls are good, the dual monitor is no longer an issue.				
What do you think of the generated map? Any changes you would make?				
Possibly add a minimap as the amount of deadends was frustrating.				
What do you think of the theme and visuals of the game? What would you make different or what would you add?				
Add colours!!! Black and white is quite dull and confusing to look at at times.				
Any other comments on the game?				
The 'Build map' button is a little broken, you cannot always press the button				

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Section Two: Open Worded Questions				
What do you think of the player controls? Any changes you would make?				
They're good enough, simple for any user. controls on screen? hints?				
What do you think of the generated map? Any changes you would make?				
There was a blockage, I was unable to see the entire map				
What do you think of the theme and visuals of the game? What would you make different or what would you add?				
textures of floor and ceiling are the same. a bit lacking 4/10 IGN				
Any other comments on the game?				
Darkness using lighting engine. introduction of a flashlight? textured floors & ceilings? textures must be stackable not scaled up.				

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Section Two: Open Worded Questions				
What do you think of the player controls? Any changes you would make?				
Go faster mod; add jumping				
What do you think of the generated map? Any changes you would make?				
better textures, less open area				
What do you think of the theme and visuals of the game? What would you make different or what would you add?				
better textures, less light and a few slight				
Any other comments on the game?				

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99437				
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Section Two: Open Worded Questions				
What do you think of the player controls? Any changes you would make?				
The player controls worked as expected, no changes need to made to them				
What do you think of the generated map? Any changes you would make?				
No changes need to make, it's fine as is				
What do you think of the theme and visuals of the game? What would you make different or what would you add?				
The colours are a tad jarring, as there is only two contrasting colours.				
Any other comments on the game?				
The game works well. No crashes. Stable framerate.				