Seed Inputted (Leave Blank if used Random Seed)				
NATHAN				
Section One: Tick Box Questions				:
Did the game load to the next scene?	Yes	/	No	
Did the player spawn into a square 'hub'?	Yes		No	
Were you able to navigate to the end of the map?	Yes	/	No	
Did you clip through any of the walls in the map?	Yes		No	/
Did the end take you back to the main menu?	Yes	/	No	
Section Two: Open Worded Questions	-			
What do you think of the player controls? Any changes yo				
Player controls are good, the dud	monit	a i	5	
no longer en issue.				
What do you think of the generated map? Any changes yo				
Possibly add a minimap as the deadards mas trustrating.	c man	f 0	Ŧ	
designed mas Trust rating.		•		
o colouros com grant a grant g		,		
What do you think of the theme and visuals of the game?	What	would	you	
make different or what would you add?				
Add colors!!! Phack and white is	94°	te o	Lul	
and conjusing to look at at times.				
Any other comments on the game?				
The Build map botten is a little	hook	-en /	טמגי	
•	NA -N	, 6	J	
cannot always press the button				

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Section One: Tisk Boy Overtions				
Section One: Tick Box Questions Did the game load to the next scene?	Yes		No	·
		,		
Did the player spawn into a square 'hub'?	Yes	/	No	
Were you able to navigate to the end of the map?	Yes		No	\checkmark
Did you clip through any of the walls in the map?	Yes		No	/
Did the end take you back to the main menu?	Yes		No	_
Section Two: Open Worded Questions		I	.l	
What do you think of the player controls? Any changes	you wou	ıld ma	ke?	
They're good enough, Shuple for only over. Conclus on screen?				
Norts?				
What do you think of the generated map? Any changes		امم ما		
There was a brockage, I was unable to see the				
What do you think of the theme and visuals of the gam make different or what would you add?	e? What	would	you	
textures of floor and celluncy are the some.	a but	CORK	ing	
Any other comments on the game?				
Donkings need makering ending introduction	n Of c	L Flas	chip	m?
textured Floors & cellings? textures in not scaled	Ult de			

Section One: Tick Box Questions Did the game load to the next scene? Pid the game load to the next scene? We you all to navigate to the end of the map? We you able to navigate to the end of the map? Pes No Did you clip through any of the walls in the map? Pes No Section Two: Open Worded Questions What do you think of the player controls? Any changes you would make? Fo Pustur Mahi, add Tumpiay What do you think of the generated map? Any changes you would make? better lextures, less Open along What do you think of the theme and visuals of the game? What would you make different or what would you add? botter lextures, Colls light and a flu shifted Any other comments on the game?	Seed Inputted (Leave Blank if used Random Seed)			•	
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What do you think of the player controls? Any changes you would make? Go Castar Mark, add Tumping What do you think of the generated map? Any changes you would make? botter textures, less open down What do you think of the theme and visuals of the game? What would you make different or what would you add? botter textures, less light and a flughtill	Did the end take you back to the main menu?	Yes	V	No	
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What do you think of the theme and visuals of the game? What would you make different or what would you add? Latter Portras, Cols light and a fle shifter					
What do you think of the theme and visuals of the game? What would you make different or what would you add? Latter Portras, Cols light and a fle shifter	What do you think of the generated man? Any changes	VOIL WOL	ıld ma	ke?	
What do you think of the theme and visuals of the game? What would you make different or what would you add? botton taxture, Colls light and a flee Shlight		, ou	210711101		
make different or what would you add? botter textues, Cols light and a fle shlight	better textwas, less open wood				
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make different or what would you add? botter textues, Cols light and a fle shlight		·			
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		, , , , ,	- /.		
Any other comments on the game?	botter textues, less light and a fil	u Shb,	y W		
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Section One: Tick Box Questions			,	
Did the game load to the next scene?	Yes		No	
Did the player spawn into a square 'hub'?	Yes	V	No	
		0	1	-
Were you able to navigate to the end of the map?	Yes	V	No	
Did you clip through any of the walls in the map?	Yes	/	No	
Did the end take you back to the main menu?	Yes	V	No	
Section Two: Open Worded Questions		L	1	
What do you think of the player controls? Any changes	you wou	ıld ma	ke?	
The player controls worked as expected, to much extrem	, no on	mge	9 nu	LA .
What do you think of the generated map? Any changes		ld ma	ke?	
No changes need to made, it is fine as	Vs.			
What do you think of the theme and visuals of the gam make different or what would you add?				
The works one a tod saminy, as the contracting volours.	ene is	onh	1 4	uo
Any other comments on the game?				
The yame norths well. No warhers. Skuble	fromen	de.		