Build 0.1 Feedback

- prevent head from looking through walls/objects
- Broken screens, bottles and windows when shooting or throwing
- Sounds for breaking and shooting
- Change coke can, or reveal clues after disposing of it.
- Aspect of revealing new clues to enchanted progression
- Unable to tell what coke can is used for
- Code is buggy to use
- Everyone tries to open door but can't
- Players confused on controls
- Players think the words on the can are part of puzzle

Future implementations

- Make bullet spawn small particle when hitting object/wall and delete object
- Prevent objects being pushed through wall and floor
- <u>coke can should disappear in trash can</u>
- Success sound bell/new clue sound
- Replace the code to be easier to interact with
- Have the code reveal a clue
- Have the trash can reveal a clue
- Both clues are needs for the final puzzle
- Make custom low poly assets
- Add a room past the door that celebrates success
- Victory music
- Short interactive tutorial
- Hints when stuck
- Fix numbers on painting to not show through objects