**\*The checkpoints were not correctly implemented during the play test**

Playtest notes:

The designer has incorporated a landscape into the level geometry which gives the level a more organic feeling. However, the layout of the landscape seems barren due to the lack of geometrical landmarks currently visible between the first 2 checkpoints. The checkpoints were not functioning correctly at the time of review, yet the sublevel layout was correct. On the other hand the quest markers functioned properly. The quest journal was working as intended and popped up during each new mission beat. If there was a combat beat it may obscure the player’s view of an enemy. Overall the blueprinting was logical and functional.

Actionable feedback for improvement:

* Correct the problem with the checkpoints
* Consider adjusting the frequency of the journal popping up
* Add some points of interest to the landscape