Design Journal - Iterative playtest (Prototype 3)

<u>Design hypothesis</u>
For my Iterative Prototype, I wished to improve my 'Prototype 3'. I fixed a few core bugs: the seethrough floor and weird camera angle. I also implemented a randomization of the floor tiles.

<u>Questions for the player</u>

Did the floor tiles' randomization make the game too hard / frustrating?

Did you encounter any bugs with the floor switching?

Did the floor tiles randomization improve the experience?