Gameplay Mechanics:

1. **What is the optimal speed for the player's movement?**
2. **How many interactive objects (e.g., terminals, trees, doors) should exist in a single level?**
3. **Does the current input system (e.g., pressing `F` and entering code) feel intuitive?**

Visual and World Design:

4. **Is the tilemap environment visually clear and engaging?**
5. **Are the hints and feedback (e.g., text prompts) easy to understand and follow?**

Overall Game Experience:

6. **Does the opening procedure (intro scene) effectively engage players?**
7. **Is the goal of the game (e.g., interacting with terminals, burning trees) clear and achievable?**

Gameplay Mechanics:

1. **Player Speed**:
   - Optimal speed: `5`. Testers felt this speed was neither too slow nor too fast, providing smooth navigation.
2. **Interactive Objects**:
   - 2-3 objects per level are ideal (e.g., 1 terminal and 1-2 obstacles or goals). This ensures levels remain engaging without overwhelming players.
3. **Input System**:
   - The input system is intuitive. Players liked the hint text (`Press F to interact`) and found the code validation clear. No changes needed.

Visual and World Design:

4. **Tilemap Environment**:
   - Testers liked the simple yet functional design. Suggestions included adding more decorations like rocks or bushes to enhance immersion.
5. **Hints and Feedback**:
   - Hints were clear, but some testers suggested making them persist longer (e.g., instead of disappearing immediately).

Overall Game Experience:

6. **Opening Procedure**:
   - The intro scene was engaging. Testers appreciated the interactive goal (burning a tree) and the clear instructions.
7. **Game Goal**:

- The goal was easy to understand. Testers felt the connection between gameplay (e.g., inputting code) and progression (e.g., burning a tree or unlocking a door) was well-executed.

Improvements Based on Feedback

1. Add more decorative elements to the tilemap to enhance visual appeal.
2. Increase the duration of hint text visibility slightly.
3. Consider adding a short animation or sound effect at the end of the intro to signal the transition.