

PSYCHE SCRAPER feedback 2/25/2025

- The background is very nice!
- The menus and sounds are very pleasing to use.
- If you pause while jumping, the pause menu appears in front of where you were mid jump. You will fall to the ground and the menu will be high up in the air. Maybe make it so that you can only pause if you're on the ground?
- I can fall off the map it seems?
- Maybe a top scores list?
- Maybe show something about the research assets in the tutorial?
- Maybe expand map with some "secret" areas that contain lots of gold, but make it hard to locate / traverse to?
- Level design seems random. The connecting tunnel that connects both "levels" is kind of weird?
- Need some scarcity for high point rocks (gold), and they should be placed at hard to reach areas. I do like the gold being on top of one of the pillar rocks.
- The hands are kind of just there. Maybe remove them when not paused?
- Not enough low point rocks, it seems.
- There seems to be more research assets than scorable collectables
- There are holes in the map that I can fall through near the middle.