

PSYCHE SCRAPER feedback 3/26/2025

- The metal occurrences/placement make a lot of sense compared to the last time I tested it.
- I like the removal of the weird starting area, makes the map feel more natural.
- I like the pillars where some of the metals are placed making them challenge to get.
- Maybe there can be an indicator letting us know how the run feature works?
- Maybe tell us in the instructions how long "running" lasts so it's clearer to the player.
- I think maybe lowering the time to 2:45 or 2:30 could help because it will force the player to make decisions with their time whether to get the high point metals or get more lower point metals? Though I think it's fine the way it is, especially if the player has never played the game before.
- I tried to jump off the map, and it looks like I can't so good job there.
- I can still pause while jumping, but you told me you're working on fixing that.
- Maybe to incorporate the research facts more...maybe at the end of the round, the player can have a "true/false" question and if they get it right, they get an extra 10 points or something? This can test whether the player was paying attention to the research facts?
- So maybe lower the time to 2:45 and have a 15 second timer for the T/F question if implemented? Just a thought. My logic behind this is that the player can straight up ignore the research facts in favor of getting metals for more points.