**Thoughts from Playing Through**

**General:**

* When I spin the wheel around there is very little sound.
* Sound mixing: The ambience seems rather loud at times, with the singing feeling almost a bit quiet.
* Needs to use lighting more interestingly to spice up environments.
* Need to produce more sprites and props for the environment.
* Need to make a special torch sprite for the elevator.
* I think the bells could use some work to feel more special – perhaps the wind-up hammer could be something to look into?
* (Fer) As far as I have tested, players don’t really get the locking notes mechanic, they barely tell the difference of the note having moved. I suggest we add a clicking sound to eat (Nintendo Switch-like?)

**West wing:**

* Camera should be tightened more to fit the level.
* Give consistency to all the ball puzzles – perhaps they all should use the pressure sensitivity of the ball staircase.

**East Wing:**

**Bridge:**

* Need to make some kind of sprite indication of the turning functionality, or perhaps a written tutorial?

**Floating platforms:**

* The miniwheel sometimes gets obscured by the player’s wheel.
  + The floating platform needs to have the miniwheel visible at all times – maybe there is a limit to how far away the camera can zoom out?
* I can currently spin around the wheel freely and the platform will still move.

Need to implement sprite tracks in the background to show platform movement.

* Need to stop players from accidentally singing their way back.
* Maybe deemphasize chord-switching when it comes to floating platforms, it’s pretty difficult.

**Code lock:**

* I think this is being worked on right now 😊
* Needs audio feedback – clicking and doors opening. Perhaps a final sound to indicate the puzzle is completed and “unlocked”.

**Drawbridge platform puzzle:**

* Platform stops too soon to the right for player not to fall off.
* Could benefit from sound to indicate when the player reaches their destination.
* Turning wheel motion isn’t recognized when a chord is sung.
* Need to put “resetters” in the walls players can squeeze themselves into with the bridge.

**Final puzzle combining lock and platform:**

* I think it may be too difficult – I’m already struggling a lot to put in chords in a sequence.
* I wonder if it would be possible to have another type of puzzle, perhaps one that uses other combinations of systems?

**Bottom wing:**

* Would it be possible for the second room to start in the bottom, so the player can identify the exit before they find most of the torches?
* Will really benefit from sounds.
* Can definitely benefit from new sprites of platform tracks – indicate where there are platforms and where they can go.
* Weird effect where unlit torches seem to remove light from surroundings.
* Coupling – I had a hard time figuring out the relation between different aspects of the puzzle, for example, how the middle lantern opens a bridge – I wonder if there’s a way to give players a stronger understanding of action and reaction.