**General focusses:**

In general how do people use the input to sing?

* We have identified that it is viable to sing 1) by first pushing analog stick and then pressing button and vice versa 2) first pressing button and then pushing analog stick. There is also the use of toggling notes.
* Do people use saved notes to sing when the wheel is gone?

How it is the performance when changing rooms and the camera changes? (like does the FPS still change a lot and becomes choppy?)

Bugs regarding the elevator and the left wing.

**Right Wing - Melody and Wheel puzzles**

These are just questions to ponder. Read them beforehand, but remain open during the test. Third room with the staircase may be missing a platform. If so, then there is no way to progress.

* Platform puzzles:
  + Do players become comfortable with learning melodies when standing on a platform and playing a sequence?
  + Do players play two tones by selecting one after the other, or by moving along the tones of the wheel until they hit the correct tone?
    - Ideally, players will just play the sequence of tones and not move up or down the wheel to reach next tone. You may instruct them to do so to see how it influences their playing
  + Comfort and discomfort: important part of this puzzle is to make it feel good. So how do they feel about the controls and response of platform to player input?
* Lock combination puzzle:
  + Do players intrinsically make the connection between turning the wheel and breaking into a safe?
* Later drawbridge puzzles:
  + In the two puzzles, do players have trouble managing all of the things at once, and if so is this enjoyable or frustrating to them
* Other notes: you may be testing with a build that does not contain all the fixes and such. If so, try to distinguish if problems are easily solvable simply by making a room bigger, making objects smaller, decreasing tempo etc. or if they are more fundamental to the puzzles themselves

**Left wing - Physics and Pressure Sensitivity**

* Moving balls: do players easily couple pressure sensitivity with direction of moving ball?