**The newspaper**

Let the text just pop up instead of it being a dialogue

**Time**

When you click on the return menu the time doesn’t disappear

The old time was overlapping the new time

Ya’ll mentioned that the time would decrease when the player makes a wrong choice

**Clues**

I feel like we should give out more hints, like telling the player what they must do each round

Indicate what certain items are for (the green syringe)

Like the second level with the purple stuff

I asked someone to playtest it, they could tell that the electric room gives Among us vibes

The exit door in office keeps disappearing

Can we maybe make the electric room a bit darker and when the tasks are completed it gets lighter