

Observation note

P1

- It's very dark
- Text in the tutorial is slow
- Don't know how to craft, miss from the tutorial
- Can't see how many resources I have when open craft menu
- Sanity reduction is high
- I want an indicator somewhere on the screen for pressing C permanently
- The ghost reduce sanity so fast
- Don't know how camera angle

P2

- Need faster text
- Like the crow narrative
- Know how to craft
- Don't understand the goal clearly
- Don't change the tab in crafting menu
- Not enough coal to craft

P3

- Don't know how to gain sanity
- Too dark
- Need a building at the start for sanity gain
- Ghost radius is high
- The sanity drain is too much
- Need indicator for ghost

P4

- Control to close the crafting UI is not clear enough
- Guidebook tab is not clear as a button, crafting menu and guidebook tab should be two clearly separate tabs
- Crafting items should be their own tabs (light, building, decor) instead of arrows to be more clear
- Add descriptions for what each crafting type does in crafting menu
- Relight mechanics not clear (no popup, didn't even know u could relight)
- Blueprint colors not clear enough
- Camera controls mouse sensitivity is too sensitive
- Ghost range is too much, overall too difficult
- Likes resource collection loop
- Sprinting wasn't clear as a feature, didn't know they could sprint
- Not clear which items are available to craft with materials
- It's quite difficult and the map feels big
- It wasn't clear that the ghost was rapidly decreasing your sanity

P5

- Don't know how to refill
- Don't know how to win a game
- Need to explore
- Need Sfx when near ghost
- Good difficulty
- Don't notice about the sanity reduction near ghost.
- Unclear goal
- At least know how to craft
- Resource a bit less (need more coal)
- Need tent at the starting position
- Don't know how to sprint (need on tutorial)
- Light source duration is not clear (Need some tooltip)
- Fire radius is not clear
- Need a clear guidebook button

P6

- Don't know how to sprint
- Fun
- Know how to craft
- Control is easy
- Notice the ghost draining sanity
- Don't know how to gain sanity
- Difficulty 5/10 resources limited
- Somewhat understand the goal, but not that clear
- Don't know that the campfire can be refilled
- Keep dying before building some buildings
- No clear indication for light sources (Don't know the current lifespan)
- Quit game button (Do we need this?)
- The scenery is a bit too dark
- Haven't tried electric light
- When select guidebook, if don't close it properly, when press "c" it shows guidebook instead of crafting table

P7

- Text on tutorial is slow
- Good story
- Jumping would be nice
- Provide guidance
- The crafting menu is grey out so I don't know is it craftable (But know how to press "c")
- The light source die while holding it on crafting
- Unclear goal
- Don't know how to increase sanity