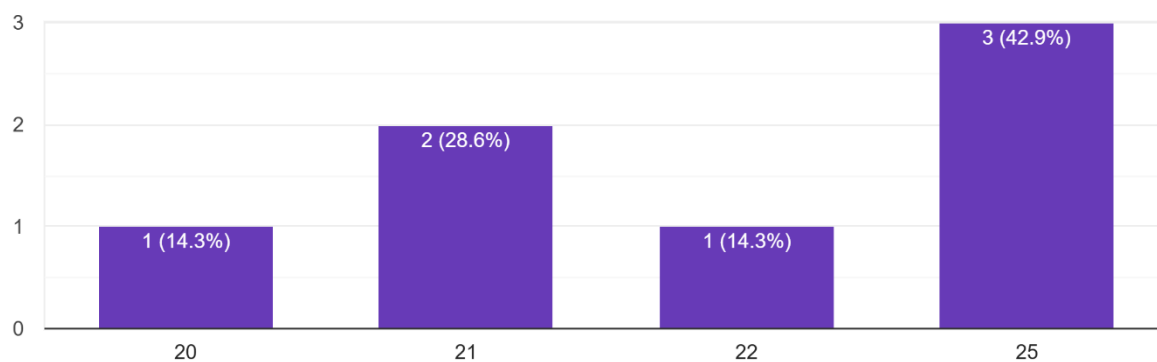


## Age

7 responses



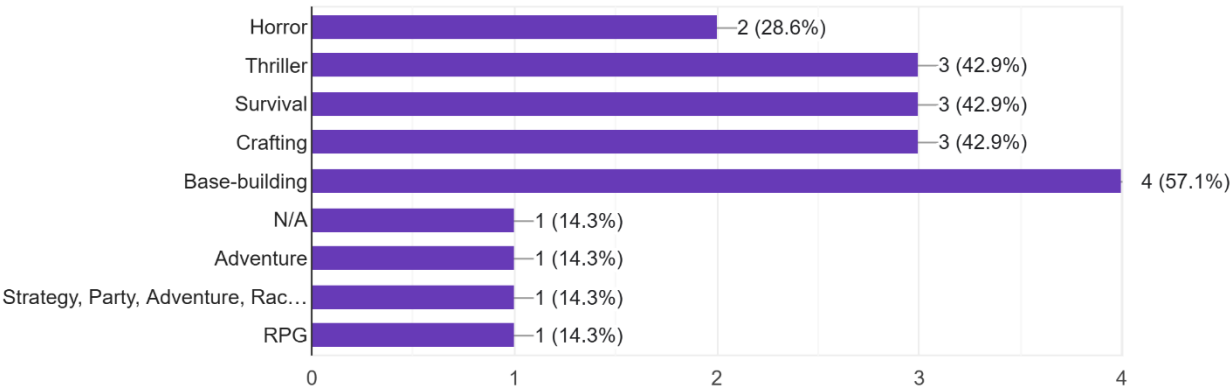
## How often do you play video games?

7 responses



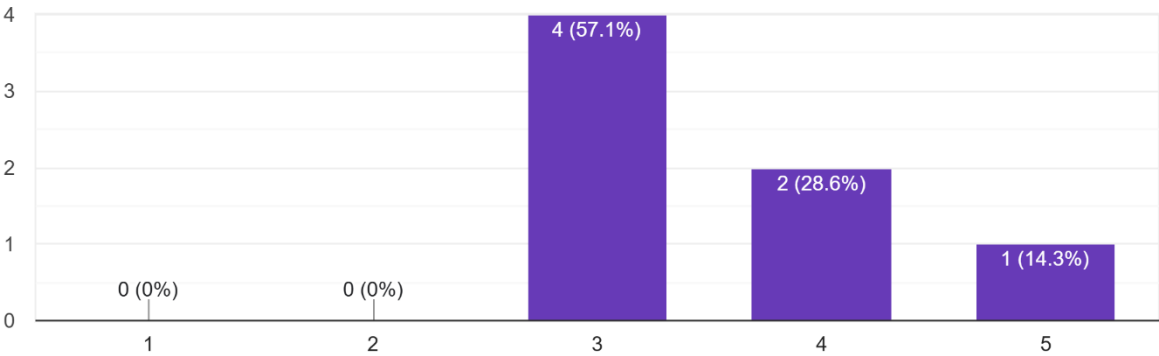
Do you play/have interest in any of the following genres?

7 responses



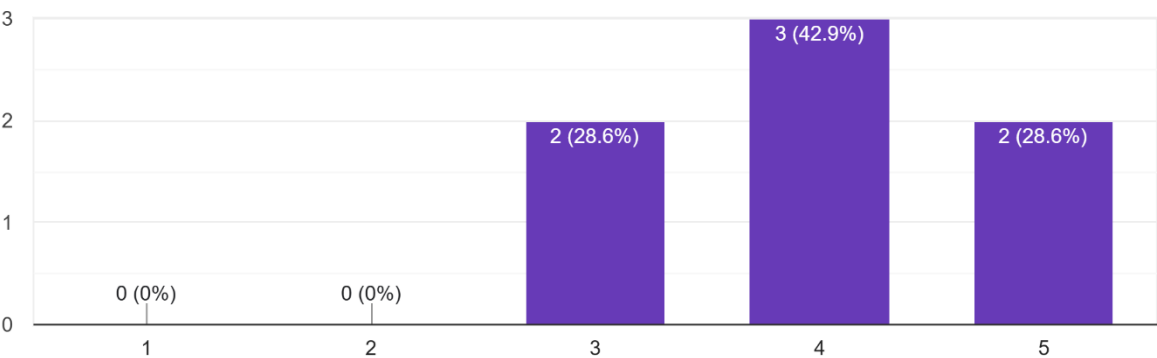
How would you rate your overall enjoyment of the game?

7 responses



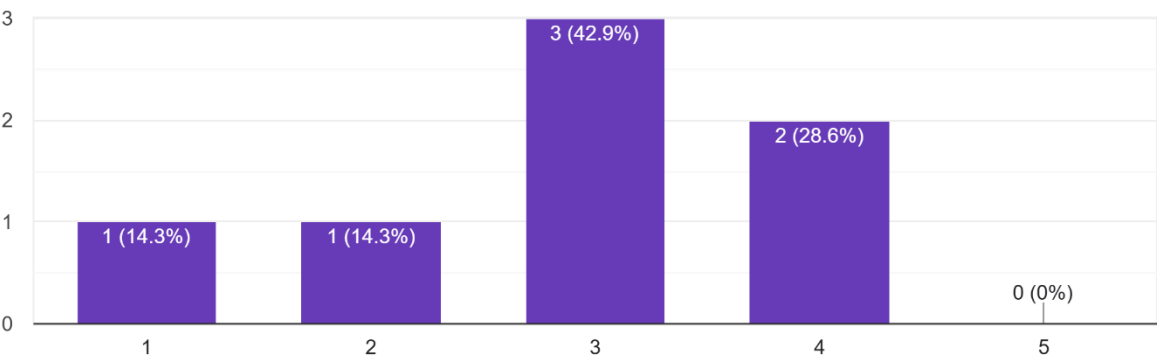
How would you rate the game's difficulty?

7 responses



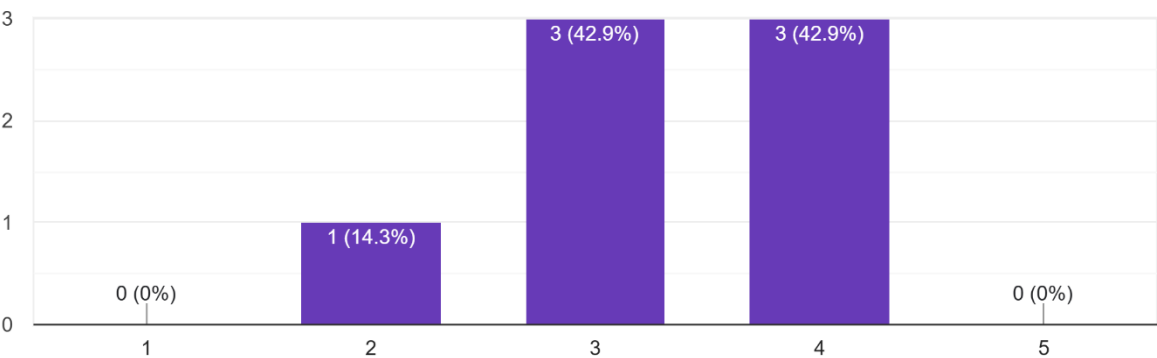
How would you rate the game's controls?

7 responses



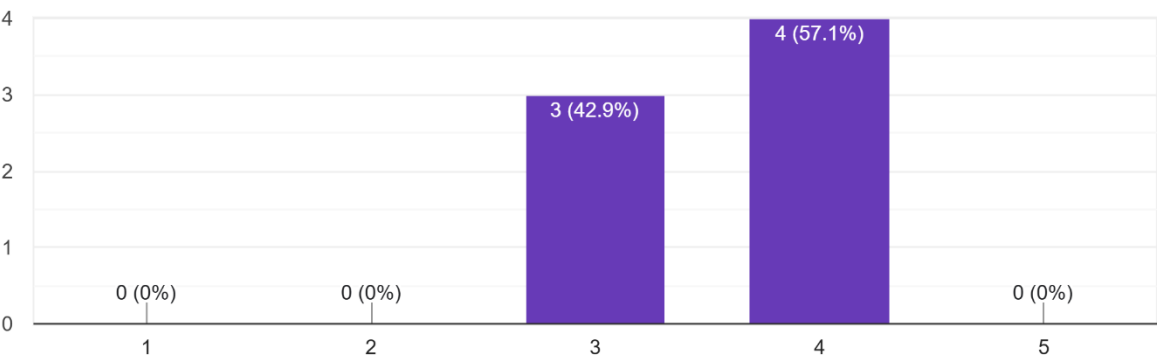
How would you rate the game's UI layout?

7 responses



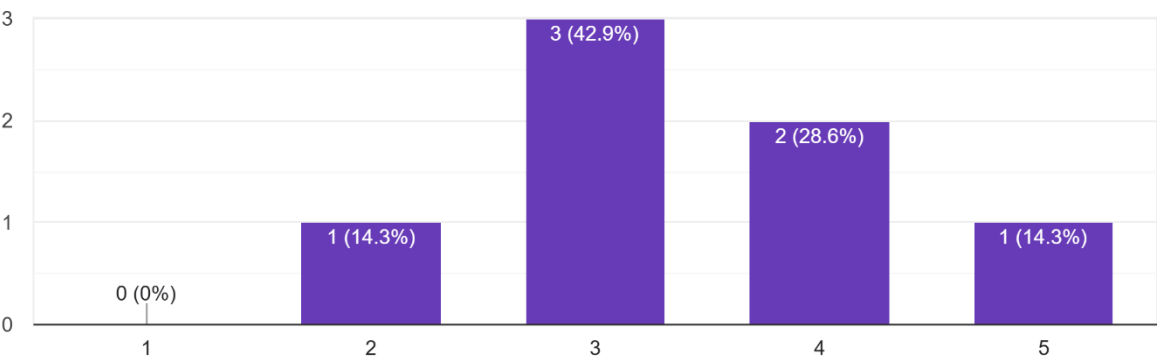
How would you rate the audio featured (sfx, music, etc) in the game in relation to your experience?

7 responses



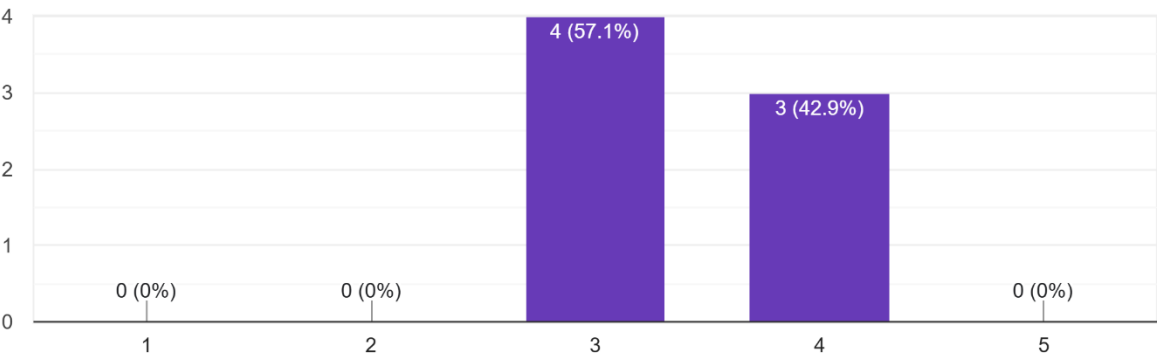
Hou would you rate the game's graphics in relation to your experience?

7 responses



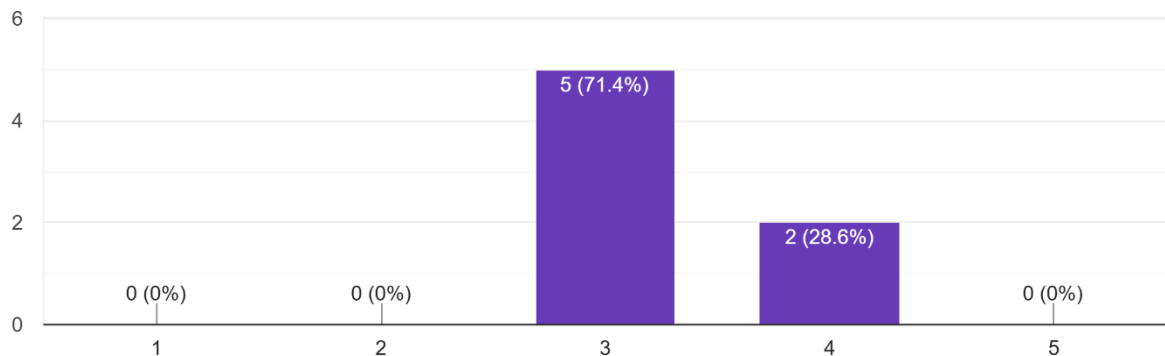
How would you rate the game's story narrative?

7 responses



How likely are you to recommend this game to others?

7 responses



Qualitative data

### What did you like most about the game?

Graphics and sounds were very professional. Overall stylistic choices of the game are good.

The ghosts, when I stood in the dark, I was trying to get back to the light, but suddenly found that there were ghosts standing there and looked at me in their (red?) eyes.

how i have to continuously collect and build things to progress like i have a target to achieve

The storyline is interesting

I liked the concept of lighting up the world

I like the overall concept and mechanics. I also really like the opening cutscene.

the lack of BGM and only using ambient sound is makes it

### Did you find anything that you dislike or find frustrating about the game? If so, what?

i would like to interact with the ghost :))

The beginning tutorial is a bit too short and I need to read the guidebook again to know how to play the game.

when crafting, the crafting window blocks the material count, so it's hard to see how many we have of each. when going into the dark or when near a ghost, I wish there was an extra indicator that the player is suffering aside from the bar on the bottom left corner (like a screen effect, where the edges pulse blue). I wish the text speed was faster (although I know you could skip using 'E'). I didn't know you could rotate the camera by holding down the RMB, maybe try adding a controls screen

when we start the game or in the pause menu. the camera movement is too sensitive. when i crafted a torch, it went out about 5 seconds in, when it says it lasts 1.5 minutes.

the highlights when you hover over the buttons in the crafting menu aren't visible enough. I'd like to control the camera with the left mouse click instead with less sensitivity (the current one feels a bit jerky to move around). The sanity meter goes down a bit too quickly.

i would really like it if i could use the ESC button to get out of menu screens

**If you encountered any bugs or glitches, please report them here**

not yet

Sometimes the sanity meter still goes down despite me being right next to a torch. the quit game button doesn't work.

torches don't last for 1.5 minutes