Playtesting

First player – “It’s very annoying the time I have to wait until I can move my character again. I really don’t understand what’s happening when I get detected, everything it’s very fast, you should work on visual effects.”

Second player – “I really like the idea of a stealth-golf game. Usually I don’t enjoy playing golf games, but this is an interesting idea. I don’t like the line renderer, everything it’s pixel art except of that line. It would be great if you would have more characters with different behaviours and animations for the air vent.”