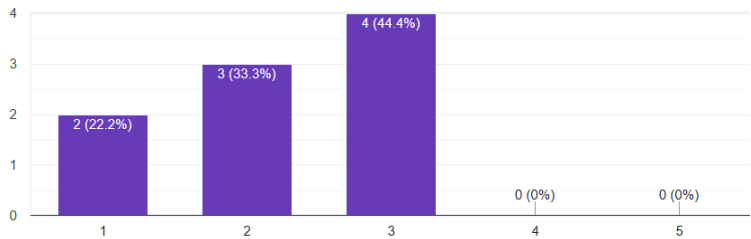


User Feedback	Action Taken
"The Water should seem like it flows somewhere"	Added a wave particle effect and made a black void that the water appears to "flow" into
"It would be nice to lock the cursor, so it didn't wonder around the screen" "The mouse should probably be locked to make the FPS controls a bit easier" "Lock the mouse! Hate it going off screen and can't click"	When the escape room loads the mouse it locked to the center of the screen and a dot is shown as to where the player will click.
"I like the moving water wheel, it looks quite realistic and works quite well. Try and add a spray particle effect with the water hitting it to make it look even better."	Added a particle effect to give the illusion of the water hitting the waterwheel.

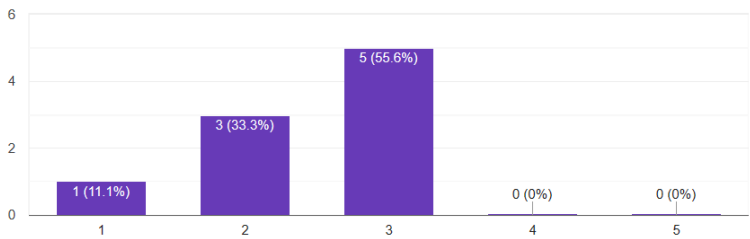
What's your opinion of the size of the elevator?

9 responses



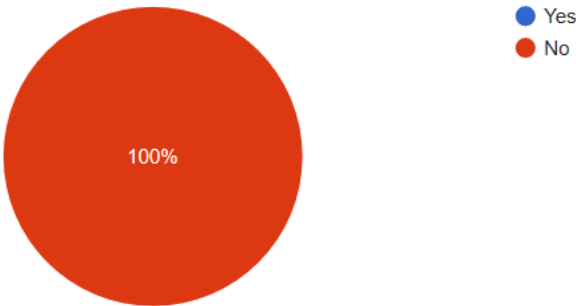
What's your opinion of the size of the main room?

9 responses



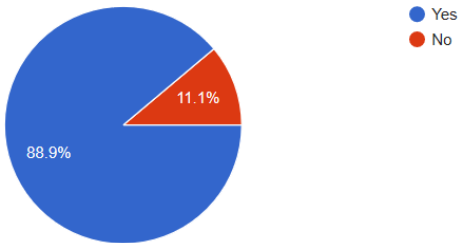
(1 being too small, 5 being too big)
Did the lighting make it hard to see anything?

9 responses



Pretend that everything was fully modeled and textured, would the room layouts look natural?

9 responses



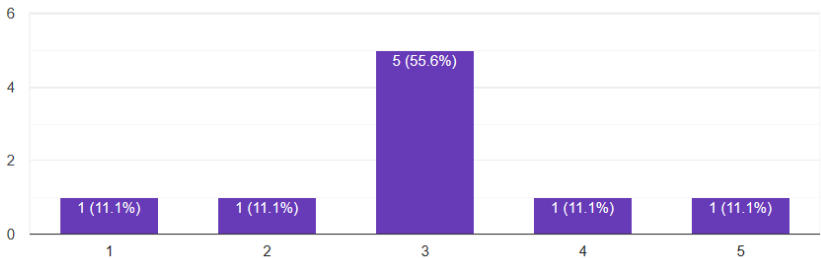
If you answered no, what would you change?

1 response

The water should seem like it flows somewhere

How easy was it to get used to the controls

9 responses



Any additional comments on controls?

7 responses

- It would be nice to lock the cursor, so it didn't wonder around the screen
- The mouse should probably be locked to make the FPS controls a bit easier
- looking with the mouse was to responsive
- Lock the mouse! Hate it going off screen and cant click
- Because the game is running in the unity editor, it is quite hard to navigate. Obviously this would be fine in the build but it can get quite annoying quite quickly.
- Couldn't work elevator
- Couldnt seem to leave the elevator

Any General Comments you'd like to make?

2 responses

Looks good, nice textures

I like the moving water wheel, it looks quite realistic and works quite well. Try and add a spray particle effect with the water hitting it to make it look even better. The elevator is not very clear as to what is what, making it more obvious what the number pad is would help.