Testing Documentation

Gameplay

- The player needs more nudges to understand how to continue the game. It was very unclear where the player should go during the playtesting.
  We added more dialogue to give hints to the player on where to go next.

- It is hard to see the objects the player can interact with
  We have added a bubble above most of the objects the player can interact with

- No instructions on how to play
  Instructions in Main menu

- Little to do in the village, it would be fun if more objects were interactable.
  Added some tombstones and beehives the player can look at.

- Map over the village
  We did not want to add a map

- Bigger flashlights for the NPCs
  The NPCs got longer flashlight

- Hard for colorblind people to know the color of each stone in the stone puzzle
  We added a description to describe which stone is which. This is not a particularly inclusive solution and we would have liked to implement something else, such as shapes, to indicate which puzzle piece is which.

Correctness

We didn't have a fully working project during any of the testing sessions making it redundant to document those errors but the most common bugs were scene transitions not working and wrong index in dialogue.

Bugs we still have in the game are: Nadine looking in the wrong direction, Victor looking in the wrong direction in the beginning of NightScene. The altar remains in place over the stairs when exiting the basement scene.