**Playtesting Feedback**

**Main Menu**

* Square Flicker on the main menu
* Didn’t like the buttons – thought that they were a bit basic and lazy
* Liked the character but noticed that there was no animation so the eyes were not opening (thought the eyes were just purple)
* Didn’t like the pure black background
* Changed the screen resolution but struggled to get it back to what was wanted
* Quality doesn’t do anything nore do sliders

**Main Game**

* No controls, accidently moved the sun and figured that out – played 12 minutes before mentioning that we should be able to move the camera, then took a while to work out what buttons moved the camera.
* No pause and quit menu
* Got stuck in totems (was able to walk in them freely but then not get out)
* Stairs were too slow
* Loved the look and the aesthetic
* Loved the fire effect and particles
* Snake trapped her against the wall
* Followed the trail to where she was meant to go (liked that as didn’t have a clue), spoke to the person then still had no idea.
* Managed the walk on top of a roofless building (left of main staircase)
* Got stuck on a lot of things, mainly getting back onto the path and the upright wooden bits on bridges
* Didn’t like how floaty the gravity was
* Character wasn’t what was on main menu
* No sound – wanted a sandy swooshy noise like a far away sand storm along with some “boppy” music
* Generally quite slow, had finger on sprint the whole time
* Wanted more people or things to talk too
* Didn’t know what to do but liked the look of the game and that it was a puzzle game