**Skinrender playtests – 22nd March**

**Comments:**

**Are the new, more complex outdoor puzzles a more interesting way to progress through the outdoor section?**

I think so; the exploration keeps the game from feeling linear while the more complex puzzles increase sense of accomplishment with a more rewarding learning curve.

They’re more interesting – particularly through integrating additional mechanics into the puzzles

**Do you feel they introduce the killing and disguise mechanic in an intuitive way?**

The motivations of the character are obvious, so the mechanic fits in the context of the story, and the purpose of the mechanic for solving puzzles is made immediately clear.

Yes it’s very clear when somebody has been murdered – the blood indicator in the top right is also very intuitive, while the duration is not specifically displayed you can easily gauge the remaining duration intuitively

**Bugs found:**

There was some lag [possible memory leak].

Hole in the bushes by the first puzzle allowing you to walk past it.