

### Current Questions:

1. There are 18 Artifacts/Idols at this point. Is it intuitive to find them all?
2. The puzzles are purposefully somewhat deceptive near the end. Is it too much? Could I take that further?
3. Are there enough enemies? Do you like that the rats are slow? Or should I make them more aggressive?
4. What was your favorite part of the game?
5. What was your least favorite thing about the game?

### Player1:

1. I like finding things so yes, and i found them all
2. No i enjoyed it, the only thing is that the player moves a little to slow so it gets boring
3. yes , plenty of enemies, rats are too slow.
4. The temple, i liked running around and pushing buttons
5. The slowness, other then that good job!

### Player2:

1. Yes, it was fun. I didn't know how many there were though.
2. I think maybe a little more hints to know where to go, but otherwise keep it up!
3. Make them a bit more aggressive, they're pretty easy to avoid.
4. The Temple I enjoyed.
5. It's a lot of pushing blocks, maybe add a few more different mechanics.

### Player3:

1. Yes. Although some of them are a little bit hard to find. I really liked the arrow visual cues, I would put a few more of those for the harder to find artifacts.
2. You could take it further. I like the red herring box. (Marty might need it to be easier, but I don't think it necessarily has to be.)
3. The rats could be a bit faster and more aggressive. When you get to the animation portion, you can make them jump toward the person. That would freak me out.
4. I really liked the puzzles and I like those little particles that chase and damage you. I also like the bear chase at the end, and oh yeah the piano part was actually my most favorite part.
5. (it was really good) The player moves a bit slower than I'm used to. If you were to make his walk and push count a bit higher, I think it would make it much more fun! But good job overall!