

Patrick

game looks nice

bit unclear: only says spacebar

goal of dash mechanic is unclear

what options & abilities: - movement - dashing

how learn basic controls: - looking at what's on the screen and trial and error

goal: - dash through the two walls

next part: - enemies - more obstacles

surprised: - n/a

frustrated/bored: - in front of thin river, long press takes you into the wide river and you get set back to in front of the first river - confusing that obstacle is thinner in some places than others visually, but not in the actual collision