# Feedback first playable 07/12/2022

**To emulate an interactive surface, we can utilize an android build, and hook up our phones to a usb to hdmi cable and tap on the locations the players are standing/jumping on.**

**We can use the beamer of the active floor set up. Upload a build and download it from there or add it via a usb.**

**The arrow going forward, it suggests that it would open the door. Think about the arrows and how you should use them to navigate through the room.**

**How do I know when something is interactive or not? The mouse over idea is not the same as interacting with the foot.**

Adding a simple outline around the interactable object could remedy this problem.

**Utilize the potions in some way. Its nice that it's a set piece but it gives off the idea that we can use them in some way.**

Make the potions part of the sum puzzle.

**You should explore in more ways in giving an answer than simply pushing a button. Maybe something like a scroll that they need to use to change the operator.**

*Put a pin in this for now. Dragging game elements could be something although it is unclear on how feasable it is for ActiveFloor

**Make the fraction puzzle visually clear that they need to be the same.**

**From a learning point of view, it is nice that there are visual elements that maybe update.**

Since the fraction puzzle takes place inside of a computer, maybe we can couple the fractions with an image of a corresponding 'thing'. In existing active floor games the images are from pizzas that are cut in different ways.Maybe an idea for the computer is 'data blocks' that need to be fixed by making side A the same as side B.

Utilize the different elements in the game to simulate escape room elements. For example, instead of only collecting 3 keys, have it be something like they need to create a potion to melt a box that is containing one of the keys, or plug in the computer first before we can use it to solve the puzzle.

Some ideas

- Use the potions for the sum problem. Every potion is a certain value and you need to combine the correct ones to make the calculation complete. The resulting potion needs to be used on a plant for it to grow a key.
- The metric system puzzle takes place under a microscope. An idea could be that we are witnessing a battle between 2 factions and we need to fortify their defenses with the right 'blocks'. These 'blocks' consist of different values of metrics; for example weight in g/kg, distance in cm/m etc. Upon clearing the puzzle, the side we helped out gifts us a key.
- The fraction puzzle takes place inside a computer. When we clear out all the corrupted data the system can then proceed to 3D print a key for us.

The random generation of the fraction numbers is good, but we need to ensure that every side does not give the exact same options