Play testing Feedback

Name:   
Shankly Rey   
  
Age:   
13  
  
List of bugs and general advice for the game:  
  
- camera needs fixing   
- Could add a first-person camera?   
- Could add a jump button as you cannot get up the stairs.   
- The character blocks the view of main objectives (Camera bug)   
- The character cannot walk backwards without the camera spinning.  
- The mirrors need a reset button   
- Cannot see the textures  
- Need to make the room look foggy, at the moment it looks like a grey box.   
- Can grab two mirrors at once if they are both in sight.   
- The lantern is not placed in the character’s hand.  
- there’s no collider on the destructible blocks so you can walk through them, avoiding the whole puzzle.   
- The lantern’s light radius isn’t bit enough.  
- Cannot get back up the stairs once you go down, no replay ability if this is the case.  
-once the blocks have been destroyed Shankly couldn’t get past the broken pieces.   
- gravity is to low   
- the death mechanic doesn’t work   
- The boxes are outside of the corridor when they should be inside it.  
- You can reflect the light on the back of the mirror which is an error.   
-UI was not placed on the screen properly.   
  
Overall view:   
  
-Loved the Mirror mechanic he says it’s very original and he enjoyed the concept.   
- He knew what to do straight away , the light from the laser attracted his attention   
- He knew how to use the controls   
- Knew how to work the inventory system.