Playtest Feedback

After a few hours of playtesting with a couple of players, one observation was constant. The game mechanic, at this stage, is unclear for the player on how to approach it. The game is not clear enough for what the player has to do in order to place the tracks.

A suggestion we got is to have a tutorial UI at the beginning of the game. Or we could display on the track inventory the keys for each track, but it will still remain to explain the clicking.

Apart from this, the other observation we received is that it needs to be a bit faster from the beginning, the minecart moves to slow for the player to have any difficulty.

These are the only observation we got from the feedback, the rest of the game is satisfying for the players.