I enjoyed throwing the sun around to enlighten the environment - reminds me of another game I forget the name of. One thing that instantly struck me was that no controls were shown on startup, so I had to figure WASD was move and left/right clicks threw/retract the sun. (The latter actually got me stuck a minute in the restroom stalls because I got it stuck in a stall I couldn't reach.)

Objects that are interactable, such as the hoop or sink, should not show 'Press E to interact' before you've triggered a choice, such as the watches/wristband. They should also probably have some kind of outline indicating their location, since the sparkle particles didn't help too much. The meaning of the choices is also not clear - why am I choosing an object? What does it mean to shake it? Why is dropping it a thing - can I not just reselect a new choice? These are questions I was asking myself.

The cues are not really -that- helpful other than the one saying to sit or the one saying to wash off a watch/wristband. It would also likely be helpful to have some form of subtitles in addition to the audio, since some of it went by relatively quick for me to catch. I figure the story, from what I've picked up, is that we're playing as someone that's relatively blind or unable to see, and they've suffered a hardship of their mother passing away.

There are details such as bullies or it being hard on the father, as well as therapy, but what is the meaning of the mother passing away? Why was it so hard on the father? I just don't really connect with the storyline. More or less, after it all I'm confused about what I was even doing than wandering through a dark series of rooms with a sun in my hand... Which... Why is the sun in his hand? This is never explained.

Critisisms from a 25yr old male.