**Pandora’s Labyrinth – The Experience of Play**

Players have responded with pleasant feedback on the core mechanics of the game with high remarks for the speed of movement and the timing of actions. Some have found the difficulty to be harder than average however this comes primarily from a casual player base. All that have tested the game have found the menu and other user interfaces to be very intuitive, most are able to navigate and understand the information being conveys within just a few seconds of seeing it. Players have responded well to the introduction of enemies over time, making it less overwhelming for first time players, this has shown to help them get more familiar with the mechanics of the enemies and the differences between them, allowing for better decisive thinking and use of tactics.

Through testing, the ability of saving has proved to be worth the addition with some players favouring the option to return and continue their progression later. Some called out a bug where the player is unable to sprint or boost when close to a wall of pillar, although seemly a bug, this is a fix on the coding side to stop players from boosting outside of the player area. Although the current effects are minimal, I would have liked to fine tune this to make it less of a bug to the player.

Once aspect that players have pointed out is being able to still see their character when it is behind a pillar with the pillar reducing in transparency. The sound design in the project has been a great success with almost all testers favouring the feedback effects, music and atmospheric audio, suggesting that they create the environment. I feel I have done well to select similarly themed sounds, but I would have liked to dive into creating these sounds myself.

When sprinting or boosting, it has been pointed out that the character is lacking visual feedback, with some asking for a dust trail or footprints to be more immersive. With immersion in mind, testers have also noted that the effects of 3d audio have helped to support this, along with features like darken surroundings without a lightning system, I think it would have been great to add small candle like lights that could adjust the brightness of areas, giving a higher dynamic range.

The boss battle has turned out to be much better than previously expected, originating with a boss enemy, minotaur, chasing the player through th labyrinth back to the starting room, instead of this I swapped out the idea for a boss battle room like arena in which the player is faced against the minotaur with limited space and resources making for a more engaging fight. Testers have favoured this ending over the original and it adds to the flow of the game and gives the player a much greater feeling of achievement when defeating the boss and winning the game.