Playtest Notes

- Died when walking out.
- couldn't find out ho to get into space suit
- make the closet and the computer different colors
- view is too close
- have mini map
- camera might be goo because it keeps the tension high and makes you feel claustrophobic
- like the way the player turns
- likes the idea
- had hard time finding the closet
- camera too close?
- no sense of movement, add tiles
- happy that player dies when going outside without suit
- can walk over the walls from the outside
- add edges
- change textures
- also discovered edge issues
- jerky controls
- can fall off the edge
- hold c during development to snap to edges.
- no you died text notifications
- no explanation as to why you died
- suit changing box not obvious
- view is too close
- mini map, as you explore
- computer should look like a computer
- when you do actions it should respond back
- move components
- camera too close
- add potatoes
- edges can be walked on
- posts you're dead twice
- good game
- can fall of the edge.