1. A summary of what was learned in the playtest (this is mainly a merging and summarization of the individual reports)

   A critique I received from play testes is that there didn't seem to be a lot of strategy. You could go from room to room without having to do
   anything. The enemies were considered to be trivial. The enemies that moved randomly (including through walls) were easy to avoid while the enemies that homed in on the player could not be avoided. On playtester also commented on game feel. The felt that the player walked to fast making each room too easy to essentially "run out of". They believed that slowing the speed down would also add to the element of survival horror.

   A few of the players also expressed that every room just felt like the same room and also a bit too small.

   Playtesters were not immediately able to understand the UI. Some improvements and pointers when the player first starts, will improve its utility.

   Some players died before they were able to do anything, and once a room was empty the players were able to stand around and regain all of their sanity without any troubles.

   Collisions during the game were jarring with some playtesters. This was mostly due to the light moving behind the wall and rendering the wall black. This can be solved by preventing the player from clipping into the wall.

2. A description of the updates that you intend to make between the playtest and the final handin.

   We plan to make the following improvements before final handin.

   Interface:
        Add a full screen mode
        Improve the mini-map, and draw attention to it when the player starts
   Player:
        Slow or remove sanity regeneration
        Improve collision detection
        Slow the movement speed

   Enemies:
        Create a variety of enemy types
        Enrich the AI / movement of the enemies
        Add sounds to the enemies, and for when they strike the player
        Create a type that pursues through rooms

   World:
        Add a puzzle room
        Add random static objects to the world
        Give properties to the colored blocks

       alter the size of the dungeon room
       adjust ambient lighting or add additional light sources
       add an additional set of wall textures for the dungeon
       create the transition from floor to floor with ramping difficulty

3. A description of when you expect to turn in the final handin.

   We will use the extension and turn the game in on the 21st.