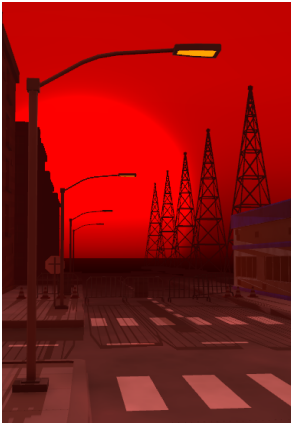


- I like the feeling of being thrown into an environment and having to figure out what happened and what I need to do, some more clues in the form of environmental storytelling would be nice
- The default skybox is a little jarring and breaks the immersion, but it looks like it's a bug?
- Movement controls in the TV memory does not follow your camera direction and characters are floating in midair
- I'm stuck in the TV memory and don't know how to proceed (checked discord and found out how to quit)
- If you press E in the middle of the dialogue it takes you straight to the memory with the dialogue panel open; also having to press E again after the dialogue is finished to go into the memory feels a little unintuitive
- The atmosphere and coloring of the outdoors are absolutely amazing, love how bold and ominous it feels



LOVE IT

- I feel lost outside and don't know where to go, can use some subtle indicators to lure me in the right direction
- You can go to the edge of the map and fall into the void
- Also ESC does not work in the outdoor scene for me
- The dialogues can definitely need more substance, and having interactable objects placed around the map can also provide more opportunities to tell a piece of the story