

Subject Change Playtesting Report

Subject Change Playtesting Report	1
Specific goals	1
Developer notes	1
Responses Emails:	3
Original Responses:	4
Overall Summary	24

Specific goals

- Feedback on art direction
- Usefulness of Mechanics
- Enemy + Environment invoking fear

Developer notes

- Got lost
- Moth not threatening
- Hard to keep track of cards
- Can't find elevator after collecting all keycards
- Medium graphics brighter but don't use flashlight eyes
- Spassky playing at tracks moth
- Didn't use camo
- Did not look at controls
- Likes the curve walls
- Camo not work visual for camo broke
- Turning corner with insta death rough
- Wanna play with mug
- Wanted to open doors
- Moth just chilling
- Thought he could build some Thing
- Missed keycards
- Sparkles will help fix this
- Got to the elevator

Main Takeaways

- 80% of testers didn't finish
- Objectives weren't clear
- **Lighting too dark**
- Environmental lights useful

- People were unaware they could throw or how to throw objects
- Strategies
 - Use the flashlight
 - Wander/stumble around
 - Stayed cameo
 - Pressed E on every table to find keycards
- People didn't seem to use all the mechanics
- **Flashlight eyes weren't impactful enough**
- People got lost
- Mixed reviews on usefulness of cameo
 - Felt like it didn't have much of an impact
 - Didn't know/forget they had it
 - Trivialized enemy encounters
 - Very useful for avoiding enemies
- Cameo didn't feel broken
- Throw didn't feel useful or too powerful
- Throw helped avoid bat, one person felt it brought the bat to them
- Players unsure if it distracted enemies
- Mixed leaning to not very on threatened by moth ai
- Mixed leaning on more threatening of bat AI
- Felt hard to outsmart enemies
- Liked character design
- Felt bat had too far of the range
- Moth wasn't interactive enough
- Enemies were hard to see
- Player character blocked camera
- Jumpscare!
- Enemies would benefit from audio cues
- Quality changing the lighting
- Replay btn too slow?
- People want prompts for mechanics, interact prompt too high
- Liked how game tracked how many keycards
- 54% of people said scary, 50% said hard, 50%moody/mysterious
- Art style feels cohesive
- Art fits mood of the game
- Goobers scary

Changes we made

- Sound effects
- Context
- **Lighting**
- AI adjustment
- UI overlay
- Change overlay to a different color for when spotted vs when being attacked

- We added particle effects :)
- Scientists scream if you get too close
- Scientist death animation
- Exit sign on the elevator
- Intercom message

[Original survey](#)

Responses Emails:

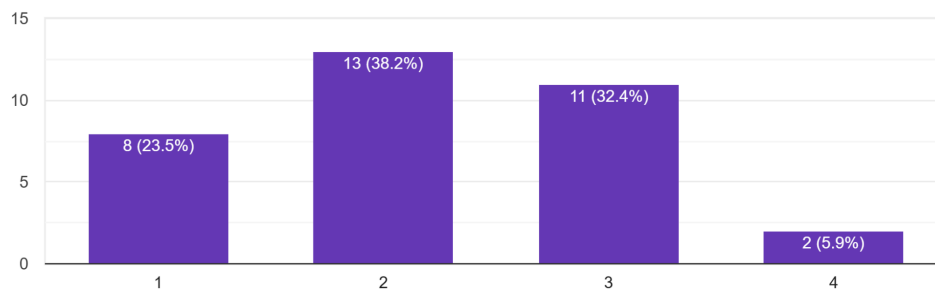
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htang5@wpi.edu
abgoodman1@wpi.edu
fmdimise@wpi.edu
ajayamoorthy2@wpi.edu
plwallingsotolon@wpi.edu
jehokkanen@wpi.edu
nrgiangregorio@wpi.edu

Original Responses:

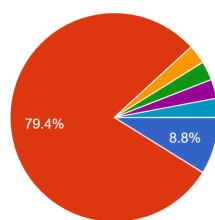
How experienced are you in horror games?

34 responses



Were you able to complete the game (ie: reach the elevator)

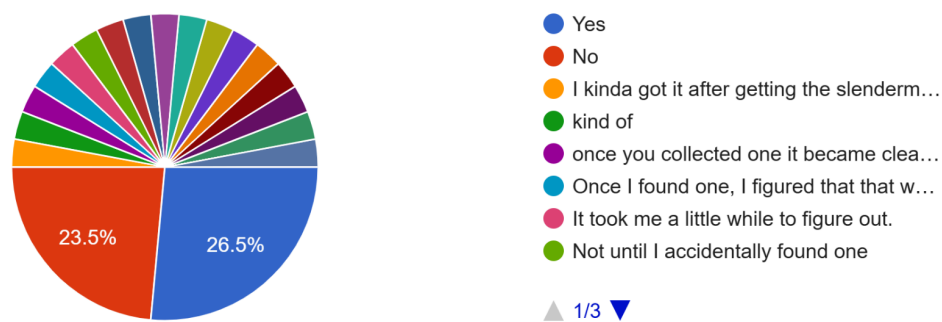
34 responses



- Yes
- No
- I cannot find the very last key
- Collected all keycards but did not know what to do from there.
- I didn't know there was an elevator, was hard to see anything even with the flashlight
- I didn't even realize there was a goal, i thought the goal had something to do...

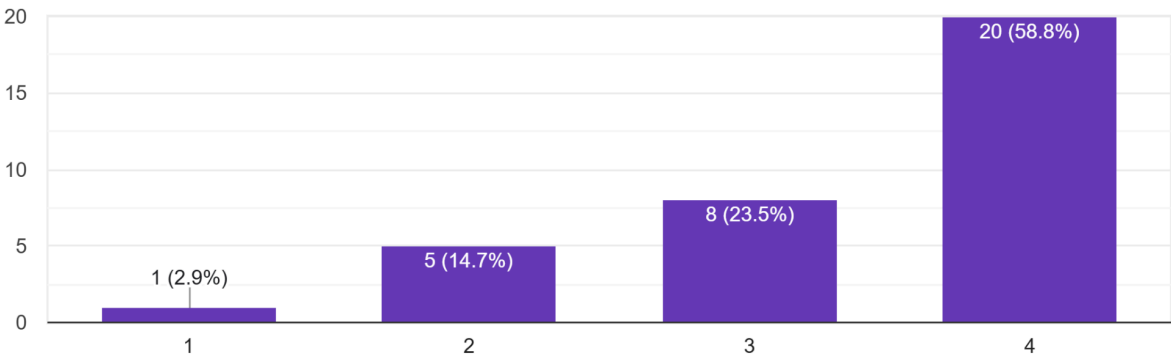
Were the objectives (collecting the keycards to reach the exit) in the game clear?

34 responses



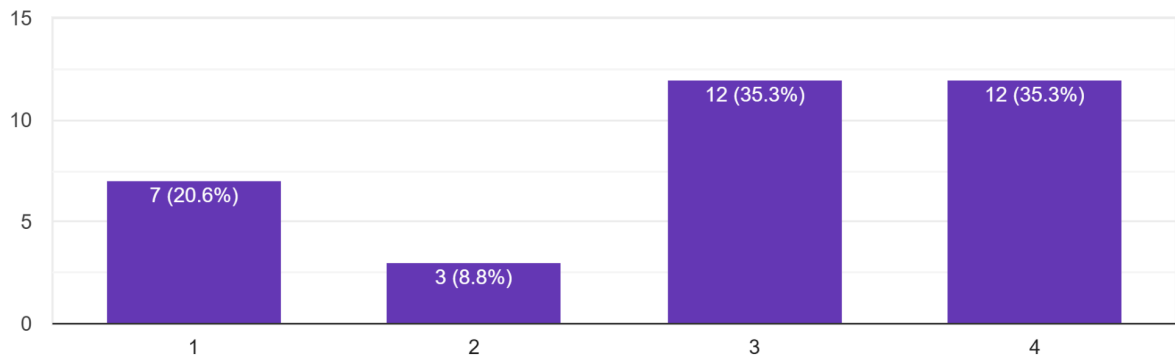
Is the lighting too dark?

34 responses



Did you find the environmental lights useful for navigating the level?

34 responses



Did you experience any confusion when interacting with the throwable objects in the level? If so, what?

I didn't know you could throw objects

I couldn't see any of the enemies so throwing things didn't really help me progress. I ended up turning the lights on and trying to win that way

I wasn't really sure what it was for

after playing a few times i know what to interact but idk how this throwing work

Not really issues with throwing things around the level, mostly just I could not always tell what I could move, since I began with thinking that I could move anything, and wasn't able to move the lights to see portions of the map better

Yeah. It was hard to see what was going on, and if I didn't read the controls menu when the game was paused, I wouldn't know what to do with the held item

I wasn't totally sure what they were for but I liked it

It was hard to pick an object to pick up when there were multiple in the same area.

I was playing on a trackpad, so much of the confusion was due to not being able to move around easily.

the throwable objects in the start room confused me. i couldn't see what they were and i was unsure of what they did. would be helpful if on first pick up it displayed some kind of prompt

Didn't interact with them

I never felt like I was able to interact with throwable objects. I saw that there was a button for it, but I never knew what objects were throwable nor did I feel like it was something that I wanted to do to help me escape or survive.

I thought the clipboard in the spawn room was important to the gameplay at first

N/A

I did not really use them for anything

I did not know what the purpose of throwable object was, and never ended up using them.

yes, the game definitely need some kind of tutorial (directly or indirectly) to teach player what to do

It was really hard to actually see what I was picking up & to see if I was currently holding something.

Extremely. It was very difficult to tell what I was picking up, where I needed to go, or even why I was losing the game.

When they were introduced to me, I figured they would be super important for completion. After screwing around a bit and finding my first keycard, I found out it wasn't really important.

I did, mostly in that I didn't really know what to do with them.

The keybind for throwing objects felt a little strange - I am used to click-to-throw.

Yes, there is no explanation to any control for to play and I still cannot understand what the buttons are I need to use. Could not play at all

I seemed to have no control over how far I threw them (if I just set them down or if I pitched them away).

I dont know why they are there or what their purpose was

It was a bit unclear what they did, and they didn't seem to do much

Yes. I wasn't sure what purpose they served other than throwing things for funsies.

Didn't know what the throwing mechanics for. Use sounds to attract enemy?

I didn't realize they were throwable either.

I didn't know I could throw items to be honest.

I didn't end up using them

Yes, I did not know which items could be thrown, whether I was holding a throwable item, or what effect it would have if thrown.

It was sometimes hard to tell when you were holding something

What strategies did you use throughout the game?

Turn the lights on

Run, and stumble around until I stopped colliding with objects I couldn't see

I had an issue on different quality levels where the game just wasn't dark at all, so I just stayed camouflaged and avoided the enemies cause I could see where they were clearly

(note this kinda invalidates/affects my answers about lighting above)

these enemies have very strange detection range so running is the best strategy. Dropping objects and making noise seems not work for the bat man....

None really, just tried to avoid things if I could even see or hear them

Only camo mostly. I didn't know how to avoid the creatures

I tried to use camo but it didn't toally work so I defaulted to just hiding and hoping I didn't get caught.

I tried to keep the bat enemy roaming the room with all the fallen shelves while looking for the keycards by pressing "E" on every table. I could consistently find 5 keycards, but I could never find the last one.

I mostly just moved around the level while I figured out what to do.

avoid moth by hiding. tried to throw objects to avoid bat but i had trouble with it

Walked around with camouflage the entire time

I didn't use much strategy, I was mostly just wandering. Based on its name and effect, camouflage seemed like a good action to take when monsters were nearby, by I couldn't really tell that it helped me. I also had the flashlight on at all times in order to see. I didn't try to interact with enemies, I only hoped to avoid them.

Press "c" whenever I see an enemy nearby

Avoided and watched for patrolling enemies, looked for light sources and overall attempted to mentally map out areas.

Pretty much just run and jump onto elevated surfaces

Stayed camouflaged whenever I saw or predicted an enemy, otherwise I used my flashlight to explore.

avoid those monster while searching every room

I tried to mainly just avoid the monsters. But I also threw stuff at them sometimes.

Running around pressing e

I didn't really do anything in particular

Peeking around corners to look for demons, not overreacting to seeing them.

I jumped on a lot of tables and other objects to get out of the enemies' paths so they could not reach me.

N/A

I tried to camouflage to avoid detection, but it was unclear where enemies were and if they had me in their sights. Mostly I just decided to run and jump all over, treating it more like a platformer than a horror game.

I walked around in the dark next to tables in order to find the popups

I generally turned off the flashlight and activated camouflage when near enemies, though they didn't seem to come after me even if I didn't

I just kind of ran around aimlessly.

just walk around and look at tables

I really liked the camouflage ability, it's basically all I used

I mostly just tried to avoid enemies, but the game was so dark it was impossible to tell where i was even going. I think a combination of extremely high sensitivity and a somewhat janky camera often made me get lost even if it wasnt a super confusing area.

Keep moving. I am scared of the running enemy.

Standing on tables and blending in

Exploring with flashlight, trying to dodge enemies with camouflage when they were near

I ran around aimlessly until I saw an enemy, and if it got too close I'd use the camo

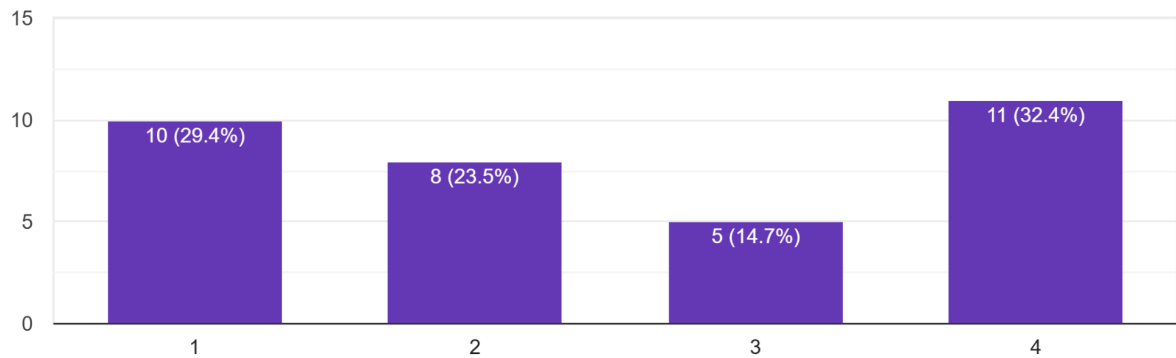
Check off the mechanics you used

34 responses



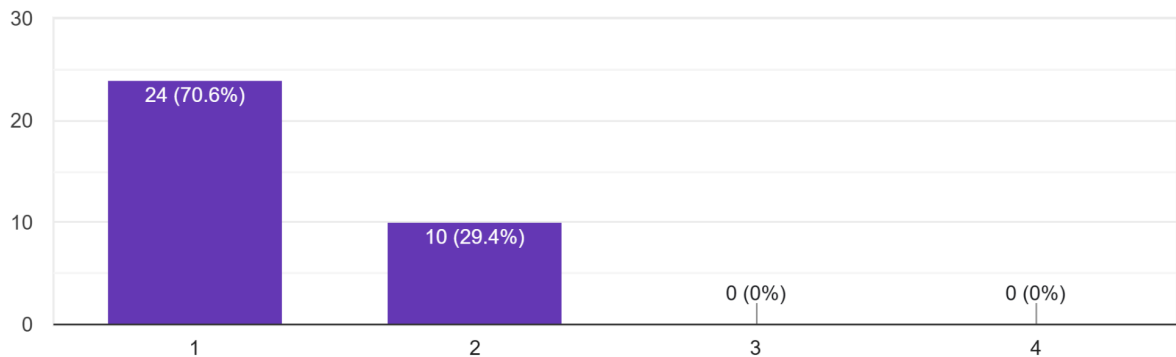
Were the flashlight eyes useful?

34 responses



Did the flashlight eyes mechanic feel too powerful?

34 responses



What specific effect(s) did you find that the flashlight eye mechanic have on gameplay?

I dont even know what flashlight eye mechanic this is referring to

I didn't know I had the ability

Didn't use it cause of my lighting issue :<

kinda made it obvious where to go at a certain point, but still the rooms felt kind of narrow

I think the flash light eyes need to be a lot more powerful. It was really dark and hard to see. I also found that when I had the flashlight eyes on, I had no clue that they were on because I was looking at far away objects. Some UI or other indication of when you have flashlight eyes up, holding something, or have came up would be good

Being able to see where I'm going and what I'm looking at.

when the graphics were on high the flashlight w very small. made me get lost a lot and get stuck in walls

It enabled me to see my immediate surroundings in any area that didn't have environmental sources of light.

I did not use the flashlight for anything other than being able to see. I didn't think it did anything

Navigating and mapping out very dark rooms.

I did not know they existed

They were absolutely essential to move around, because the environment was so dark.

Unfortunately, the eyes barely illuminated anything so it was difficult to navigate the level throughout.

I didn't even know there was a flashlight eye mechanic lol, I thought the flashlight was only for lightning (which it needs to be wayyy bigger of a range/circle)

It was still difficult to tell what was happening so uh, no effect.

I did not use them

It felt like it was far too limited to actually make use of - the light couldn't reach the back walls in most rooms.

It was very hard to see anything even with the flashlight on.

They are the only way to see on lower light levels, but they are NOT strong enough to make the game playable.

none

In most areas, it was the only way to see *anything* and not get stuck on geometry

It was still very hard to see, but it made it easier. I still found myself getting lost often.

Flashlight is very dim and sometimes not even reflecting off the surface, meanwhile the environmental lights were bright enough to walk around without the flashlight

The game was way too dark in my opinion, so they were necessary.

I assumed enemies could detect you more easily if you had the flashlight eyes on, but I wasn't sure.

They were pretty much essential to be able to see anything, and even then they weren't enough. So they were essential, yet not very powerful, because their effect was still minimal.

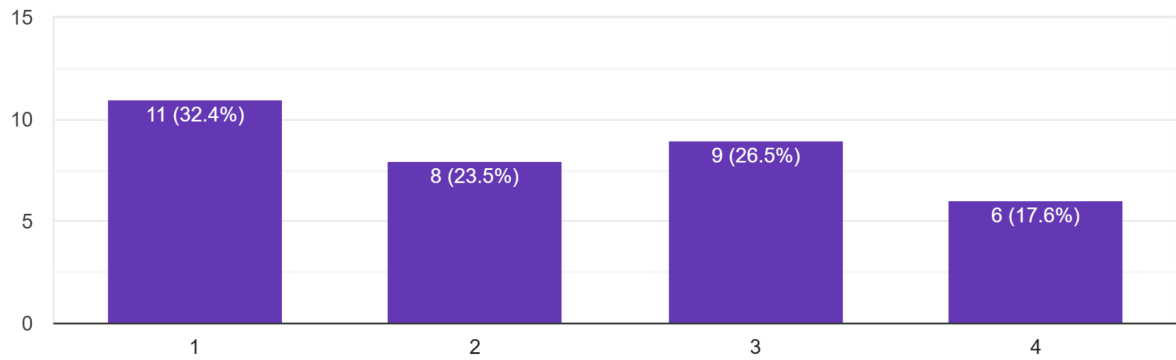
It made it easier to navigate

Lighting was so dark, it was impossible to see without the flashlight, but the flashlight was not powerful, so it did not illuminate anything farther than a few feet away, making it still difficult to navigate the map

It let me see where I was going

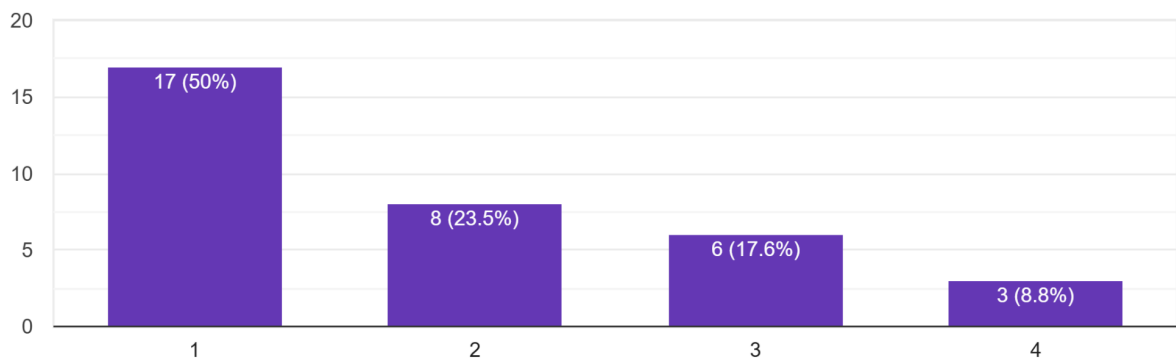
Was the camo mechanic useful?

34 responses



Did the camo mechanic feel too powerful?

34 responses



What specific effect(s) did you find the camouflage effect have on gameplay?

they could see me through the camouflage so it felt kinda useless

I didn't know I had the ability

I could just avoid everyone and stand still when they got too close and I was totally fine

well if u get close, you still get caught even the enemy did not see u

It was my main strategy during the game. I didn't really know how to avoid the enemies otherwise, so my default response was the camo, because otherwise the enemies would've found me and killed me really quickly

The camo didn't work at all :sob:

It didn't have any effect for me. The moth enemy never detected me regardless of if I had camo on or off

i didn't really use it and kind of forgot

I couldn't tell if the camouflage was actually helping me.

The enemies became super easy to manage by camouflaging. Maybe the player needs to take time to camouflage or if an enemy sees the player camouflage, they should continue to chase you

Was useful for making sure that after running from enemies that they probably wouldn't see you.

I also did not know this existed

It trivialized enemy encounters by providing a get-out-of-jail free card. I never had to use throwable objects or move carefully because I knew I could just camouflage whenever danger appeared.

I did not use it

I forgot to use it.

It seemed to lower the radius enemies detected me in... but I'm not sure.

It seemed to have enemies ignore me, but tbh they sort of ignored me anyway

It helped me hide a few times from enemies, but i was usually just able to run away.

not implemented yet

I didn't know how else to dodge the monster, and the camo made it so I wasn't just put in an unwinnable situation if I was in a corner

Not much as far as I could tell. presumably they helped me avoid some enemies where I wouldve gotten caught, but honestly I wasnt sure.

Maybe I was using it incorrectly but I didn't notice the camouflage doing anything. I kept pressing C but still died.

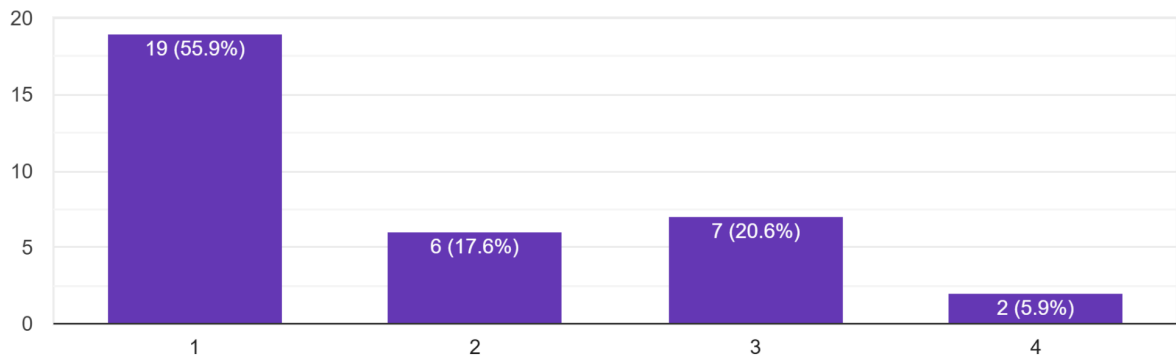
The illusion of safety

Very useful for avoiding enemies

It let me be invisible to enemies, but disabled the flashlight

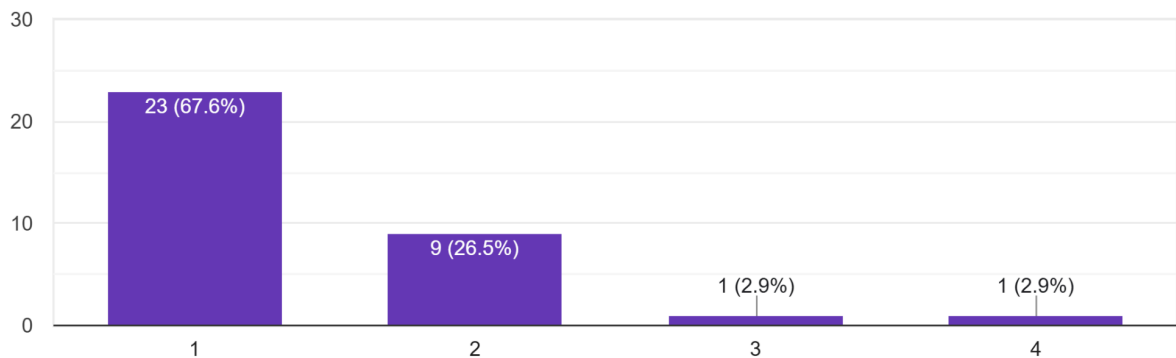
Was the throw/interact mechanic useful?

34 responses



Did the throw/interact mechanic feel too powerful?

34 responses



What specific effect(s) did you find the throwing mechanic have on gameplay?

I didn't know it did anything

It attracted the bat guy but he would just come and kill me instead of going to wherever I threw the item

I only found one object that I could pick up and put down (a pink clip board I think) and I didn't know what to do with it. I was camo'd when I picked it up, and I tried to instantly put it down because I thought the enemies would be able to see me if I was camo'd but was holding something

Didn't have much

The bat enemy hears thrown objects from what feels like the entire map. When I was first messing around with the mechanic in the starting room, he came bolting for me after I dropped something. I could use the throw to keep him stuck in a complex room.

helpful for avoiding bat

I never threw anything.

I did not realize throwing did anything

I picked up things but did not throw them.

I never used the throwing mechanic in any significant capacity, because the camouflage was so much more useful.

It was funny

I think it is a very natural-feeling mechanic for the genre/mechanics.

I didn't know that throwing an object did anything. I was not aware that the enemy was a bat as I was dead everytime before I had a chance to look at the model. If i had known that it was a bat, I probably would have understood the throwing to make noise part.

I assume they distracted enemies but I never needed to use it

Maybe it could distract an enemy? I wasn't sure.

throw object with sounds else where to attract enemy

I didn't know I could throw things

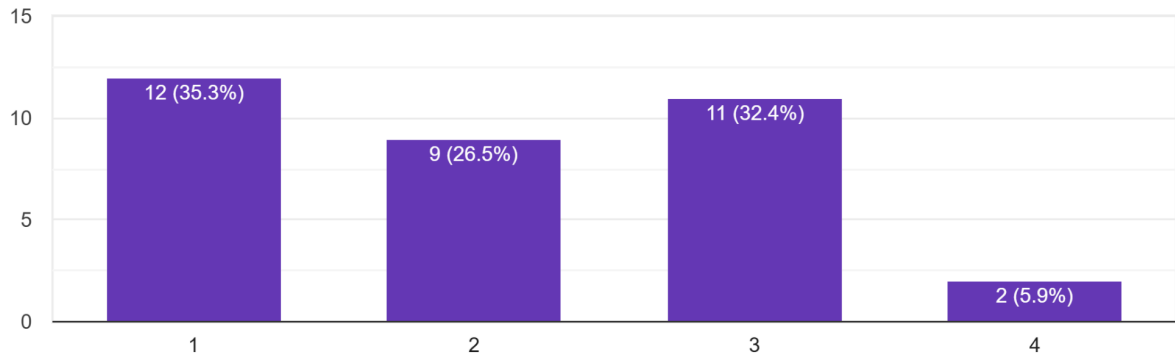
If the throwables attracted enemies or something, I didnt realize it. I also am not sure if they can hit enemies or something.

I did not understand how to use it

I did not throw anything ever, so IDK

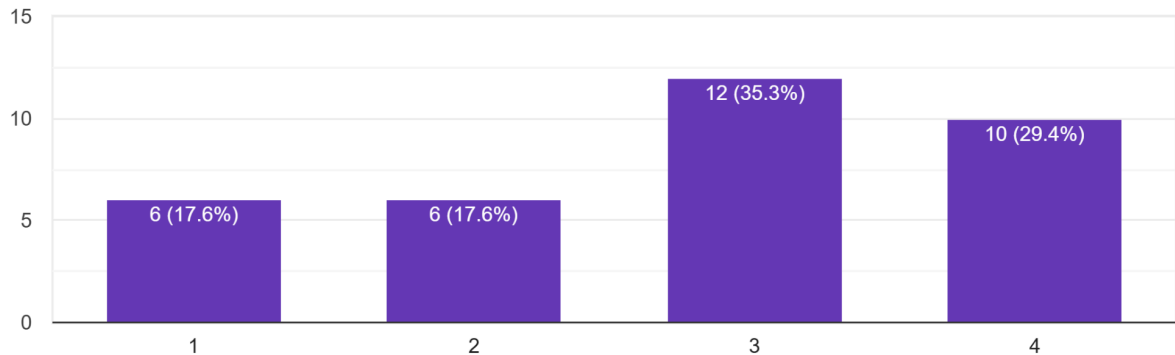
How threatened were you of Subject Radiant, the moth's, ai?

34 responses



How threatened were you of Subject Echo, the bat's, ai?

34 responses



Any other feedback on the mechanics and their balance with the enemies, did any feel too powerful? Not powerful enough?

the moths didnt seem to notice me but the bats were homing missiles that locked onto my location really fun game, the enemy AI could be improved. Their detection is strange. sometimes they dont see the player in front of them and sometimes bat man stop chasing even though the player is right in front of him.

I didn't know how to outsmart the enemies besides just camo-ing. I felt that as soon as I encountered an enemy, I would die if I wasn't camo'd (and sometimes even if I was camo'd

LOVED THE CHARACTER DESIGN!!!

The bat felt like it could hear me from way too far, or at least they went into a full sprint upon hearing anything I did and would quickly spot me. It would have been nice to have them investigate slower if they hear something in the distance. The moth AI felt way too weak, I could walk right in front of them and point my flashlight at their face and they wouldn't detect me, they also chased much slower (or lost aggro immediately after spotting me so I didn't notice them running after me).

almost too dark on high graphics. flashlight doesn't diffuse enough so it makes it really hard to see where you are in small spaces

Most of the time when I died, I didn't know that there was an enemy nearby. It could help to take control of the player, swing the camera to face the enemy, then get killed. But maybe more importantly, it should like the enemies earned it when they got to me, or like I made a mistake.

Enemies were too easy to deal with

Enemies look too puntable, they were definitely a threat and there was fun in avoiding them, though the optimal strategy just became jumping on things. Also I was playtesting the old alpha.

The moth was trivialized by camouflaging, and the bat didn't detect me until I got close to it. Overall navigating around the enemies was pretty easy.

unless player walk into a dead end, enemy is impossible to catch player

I couldn't really see the enemies

The enemies did not feel threatening at all

Every time I moved at all, the bat character would come sprinting from wherever it was to my exact location.

The camera is at an awful angle, and I could not see anything. The character body was in the way often and blocking the view. There was nowhere in the build what buttons to use for the gameplay which is not good as a game developer. Everything was completely too dark to the point I did not see where I was going and was just not entertained.

They felt highly INCONSISTENT. The moth did not come to me when I had my light on, the bat appeared seemingly out of nowhere multiple times, and often I couldn't tell what I had done to provoke them.

Subject Echo ignored me completely it seemed, and the moth only came after me if I walked right up to it. I feel like they should be more aggressive and faster. When the moth *did* finally come after me though, it did corner me and was threatening!

I think it would be helpful if certain mechanics were explained a little, like the throwing objects mechanic.

The fly one doesnt even see me even im walking by, the bat one runs so fast i cant escape

I didn't know there were multiple enemies, and they would often randomly sneak up on me and I'd lose without knowing why

The enemies were really cool, visually and in their different mechanics. Because they're not extremely advanced, you have to make some assumptions about what the different enemy types do, which is fine I think, but the problem comes when you can't actually tell whether your assumption was correct or not. Like, presumably the bats can hear you but not see you, so you need to use sound to your advantage, but I couldn't tell. They were slightly more threatening since they just sort of sprint at your face which is pretty funny. The moths are also threatening in a different way, probably has a lot to do with the way they patrol and their cool-looking models.

It was funny to watch them walk away. Also, I was jumpscared a few times,.

Did not notice a difference in enemy AI behavior. Enemies would benefit a lot from audio cues

The moths felt fine, but the bats seemed to just appear out of nowhere

Did you experience any bugs while playing?

No

N/A

I played the game for a bit, came back here to fill out the form, and only then figured out that I had abilities. I then went to replay the game to give some better feedback, and I cannot launch the game without crashing.

LowLevelFatalError

[File:D:\build\++UE5\Sync\Engine\Source\Runtime\D3D12RHI\Private\D3D12Util.cpp] [Line: 991]
RayTracingDevice->CreateStateObject(&Desc, IID_PPV_ARGS(Result.GetInitReference())) failed
at D:\build\++UE5\Sync\Engine\Source\Runtime\D3D12RHI\Private\D3D12RayTracing.cpp:663
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0x00007ff6d46d1815 UnrealGame-Win64-Shipping.exe!UnknownFunction []
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0x00007ffd6ee6e8d7 KERNEL32.DLL!UnknownFunction []
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Crash in runnable thread Background Worker #9

different quality settings affected whether the lighting or camo effect rendered in the first place, which kinda affected my experience. I chalk that up to a driver issue or my laptop being old so take my response with a grain of salt

yes. once u change the quality of the game, the game become darker or lighter

I think there was a ripple effect near some of the light fixtures, but it was a bit hard to tell

Camo didn't enable at all, at least visually. The movement restrictions were on when the camo was on but I couldn't see it.

The game stopped working after the first quit and I had to delete something in appdata to get it to work. Also, on the first launch the game had no lighting.

got stuck in walls in the bathroom. flashlight not wide enough to see where i was going and so i got stuck in an infinite loop

Moths get confused when you jump on top of something. Some of the collision on obstacles causes you to slide off when you attempt to jump on it.

No, I don't think so.

your light and shadow design have some serious problems. in setting, if graphic quality is low or medium, there is no light and shadow, and player can easily see everything on the map. high seems to be the expected experience you want player to see, but then it comes to extra, i can barely see anything even with light in the game, i usually get killed by enemy and i did not see it coming to me.

Not that I know of

My textures were glitching out and flashing white but that may be because my computer is bad

There were some tables without any collisions and random invisible colliding objects in the level. It was also unclear when I was picking up an object or just interacting with something. It was also difficult to tell if I was holding anything if it wasn't in the light.

Not directly, but the AI was inconsistent, as described above.

It was really easy for the flashlight to be obscured by walls or the player character, leading to getting stuck on geometry and not able to navigate. Also, it seems like the enemies *did* target other players, so maybe it was a bug or just where they spawned that led to them not paying me much attention

I didn't find any bugs while I was playing.

not really

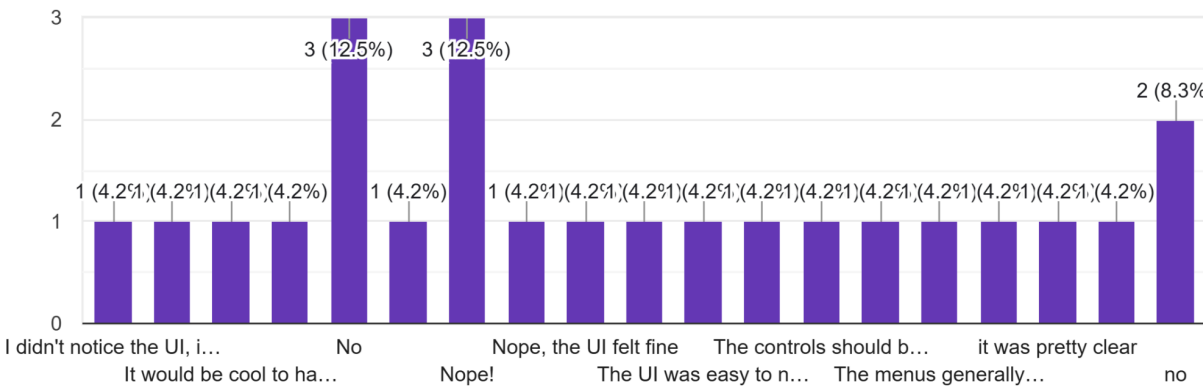
Maybe not a bug, but I need to stress the importance of improving the camera. it currently turns the game from an interesting experience to near-unplayable with how it shifts around and zooms in when too close to walls and things like that. I would make fixing the camera priority number 1

The replay button had to be clicked a couple of times before it actually replayed.

None

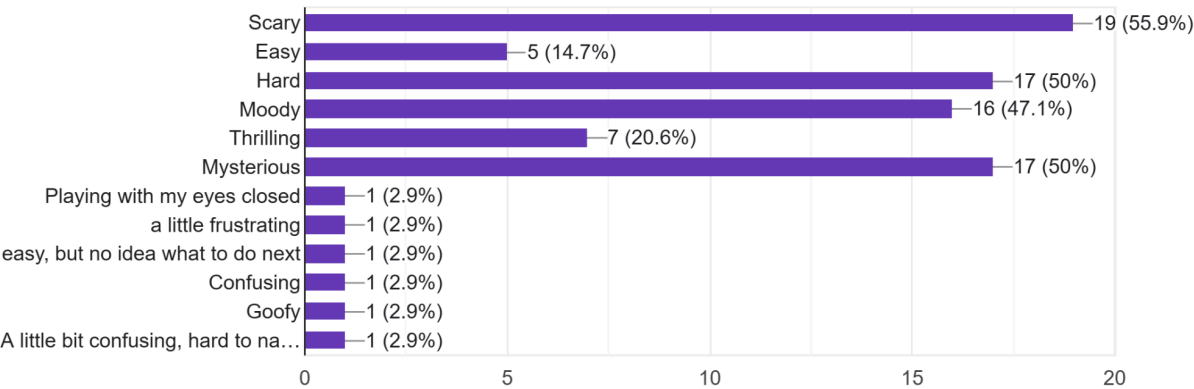
Did you find parts of the UI difficult to navigate? If so, what?

24 responses



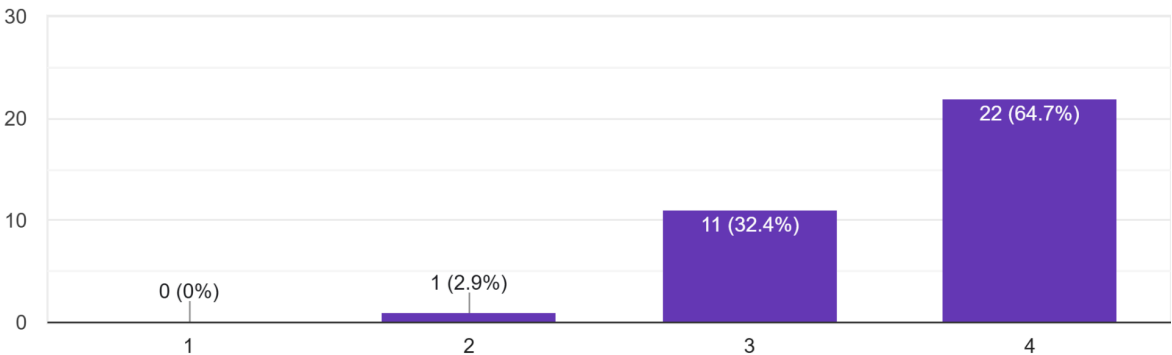
How would you describe the gameplay experience?

34 responses



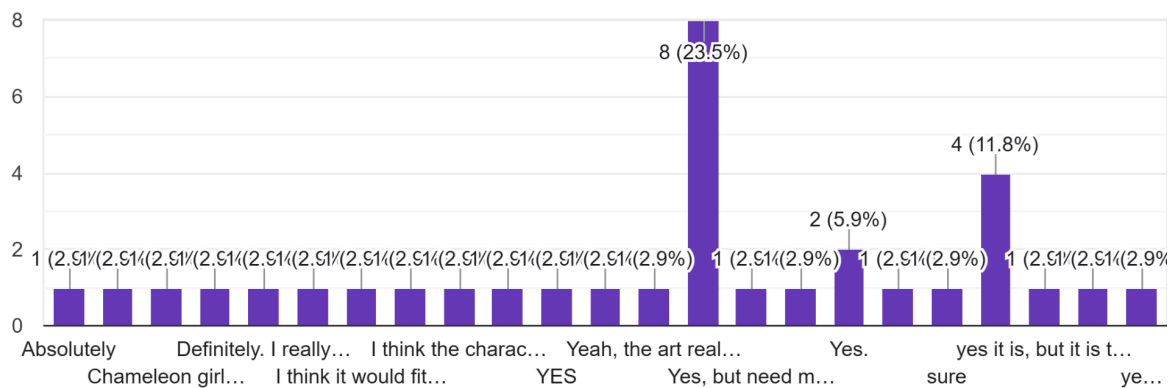
Does the art style feel cohesive? Does it feel like it fits well with each other?

34 responses



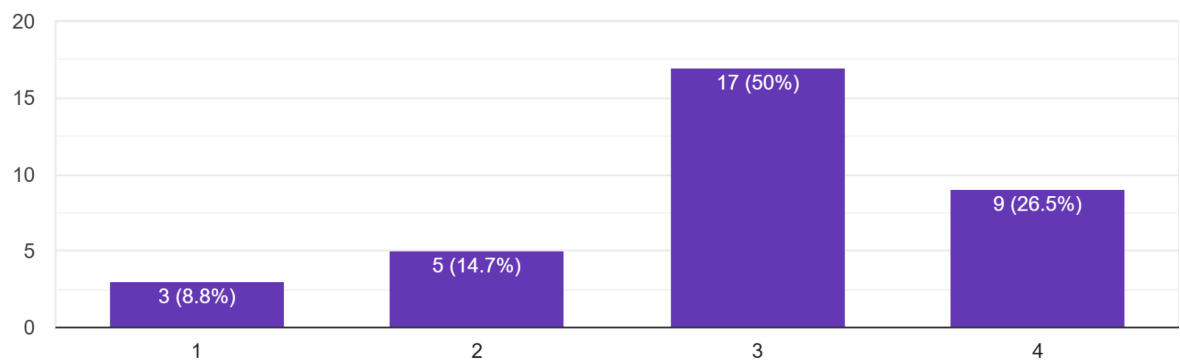
Does the art fit the creepy mood of the game?

34 responses



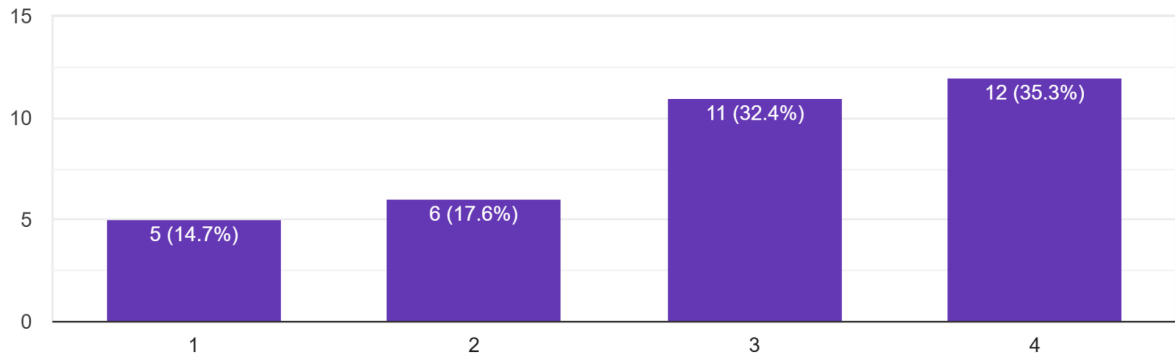
How threatening did you find the appearance of Subject Echo, the bat?

34 responses



How threatening did you find the appearance of Subject Radiant, the moth?

34 responses



Any other thoughts on the art of the game that was not mentioned

The enemies were kinda goofy, especially their walk cycles/sliding around on the ground. The models felt unthreatening despite their mechanics being threatening

LOVED THE CHARACTERS

The art looks awesome, but it's a little too dark make out much of the environment and differentiate the enemies. I could only really tell which one was which based on whether they had wings or not.

ui buttons on death screen flicker when hovered on

I love the art of the moth, very terrifying and fascinating

The biggest issue with the threatening nature of the enemies is their size

Looks really spooky, great job! I especially love the wallway that's dented inward.

I would love to see it all in a more lit up room!!!

The art is great, when you can see it... Things are a *bit* too dark and the flashlight doesn't have a wide enough area of illumination

I think the characters look great! The lighting is the biggest thing that I think is making it hard to get through.

I bet the art would be awesome to admire if I could see it sometimes

I think some exaggerated shadows would add a lot to the experience.

N/A

Overall Summary

- Too Dark
- Moth not threatening
- Flashlight Eyes weren't impactful
- Players found it hard to complete the game
- What were the controls?

Fixes

- Too Dark → Fixed lighting and Post-Process Volume
- Moth not threatening → Adjusted Moth AI
- Flashlight Eyes weren't impactful → Adjusted Strength
- Players found it hard to complete the game → Cut down Scale
- What were the controls? → Improved UI