

user_1

user practices with instructional – keys, keys too short for instruction, cannot react fast enough
thing moved on screen, user moved back to explore. practicing with different movements. hopping around,
interactive measures is interesting – jumping and seeing birds,
figuring out movements on the screen, jumping and keep moving up
exploring different functions still, climbing gown from tree. interface ends, exploring more of ground,
testing,
has gaming function

screen is small, unsure what the release of energies means, cannot figure out why one bird is not being
affected, was getting slightly frustrated that it wasn't reading. got to top, flying function to see
where the floating leaves takes – sense of freedom, kept hopping, movement is only upward, is not
trying to see what happens if character falls. falling character, trying to stay afloat, but falls to
bottom of the screen at forest floor.

that was interesting – was really fun, a little confusing at first because not sure what to do didn't
know was supposed to go up all the time, didn't know that the top
oh whoa this is new, okay, huh, whoa, okay, the user keeps sinking

really like the game, enjoying it but also somewhat confused – no clear direction, the birds hint the
way to go up, curious , very curious to go through this –

at first , was trying to read some of the description read first line and was like okay – enjoyed it
actually, u need sound to play – without sound wouldn't really know what was going on, without
sound/context, it makes sense but would not have had same effect
music helped a lot especially getting to the top part – kind of made me feel more happy and less
stressed
first time very confusing but very interesting, not sadness per say but ominous, or curious . likes the
little quotes – feels inspirational, something that i would read quotes from – more press space –
knowing how keys work from gaming already so that helped

inviting to learn more as you play

reminds him of another game – endless walking game – really positive, had impact on me, keeps you in
state that there is something there you want to get to, something to look forward to at the end **

stuck by space, confused me a lot, to jump – space is default jump key

user_2

curious about bird, what does the bird do? game – hopping. ignores the birds, this is cool, resonate
with bird. why is it not working?? getting frustrated.. okay... hopping whoa they're back ... ohhhhh i'm
supposed to touch them!! ooooh I can fly!! put off by top of canopy, can't proceed any further!
– stuck by

above canopy – so peaceful. i love these things,

// these are not things too e anxious about, but good job depicting what someone like that goes through
wishes can hit left arrow and go back one conversation