I’ve receive several feedback from Alpha playtest. I’ll list each of them and what I apply according to the feedback.

First of all, some of the feedback indicates the instruction was not clear and they don’t know what they are doing. I think it’s super easy already as the game even have a instruction. So I didn’t dealt with this.

Secondly, the poster are not appropriate as they are just mere screenshots I took in the game I played. I 100% agree with that and change them to actual painting.

Item number 3, the Chinese character in game. I removed them.

Item number 4, add background music. I’ll add some sound of player’s breath. But no background music.

Item number 5. Mouse sensitivity too high. I improve this accordingly.

Item number 6. Anomaly is too hard to find. I understand where this feedback is come from. But I want to keep my game hard.

Item number7, the corridor does not Aesthetic. 100% agreed and I’ll do a completely reconstruction on the corridor and scene overall

Item number8, bugs. Already fixed.

Item number 9, like the psychological horror potential. So I made the level very dark to build the atmosphere.

Item number 10, like the sounds of the game. No music, just footsteps. So I keep the design pattern and only add physical audio such as open the door.

Item number 11, jump scare. I add one jump scare.