The zombie moved pretty well. Crawling was fun.

The NPC player detection was unreliable, and the groan meter went out of control, increasing even when I wasn’t crawling.

Camera was mostly ok.

AI tracking feels bad. Right now, it doesn’t work.

The graveyard was awesome, especially crawling underneath the planks. The secret passage behind the stairs was also cool, but would have been cooler with a back door into the graveyard.

Trying to navigate the stairs felt very frustrating.

I loved the graveyard but had a hard time finding the mound that was my goal. A clearer designation of player goals would be useful (and the main function of narrative design, such as tooltips or quest text or various kinds of environmental wayfinding).