1. Running the game the first 2-3 times, clicking the play button seems to be non-functional for 10-20 seconds. I assume this is a loading issue.
2. Sound…. Took me a while to realize that Unity Audio was disabled in project settings… might want to re-enable for playtesters.
3. Dialog box still can time out and cause player inability to move. It may not even be a timeout, as on 2nd playthrough the final dialog with Father simply disappeared. Also happening with Kujo. AIso happened after losing my arm and discussing revenge with Umami. am running through Chrome on Windows 10 if that helps.
4. Dropping items vs keeping items (is this a known benefit/consequence to the player?)
5. How to use items? (I receive a sake bottle and encounter a person who may want to take it… can I give it to him? Clicking on it in my inventory seems to only drop it)
6. Ultimately, after trying to naturally play the game 5-10 times (meaning without looking under the hood at the code or searching for storylines on Trello, as if I’m simply someone purchasing the game), I am still at a loss for what I am supposed to be doing and how to do it.