1. My main suggestion would be to build the game and upload it to itch so playtesters of varying skill sets can quickly and easily test the game rather than jump through hoops to get the game working.

Examples:

1. Upon downloading from github and pressing play in the editor, I was presented with a blank blue screen
2. Following a quick tutorial on how to build the game myself presented an unexpected error, which I could temporarily work around until…
3. Browser error (cannot load files from blah blah blah, picture attached)
4. While uploading to itch will present a direct representation of the deployment platform, some playtesters may want to debug as well, which also probably makes presenting the game in the editor as simple as possible a good idea as well.

Examples:

1. The quit button doesn’t function, and upon trying to debug I saw it as a known problem, perhaps adding documentation or placeholder in game notes will help reduce playtesting time.
2. Mouse being prevented from going out of game area in editor but not on build. This makes getting around the game hard for noobs, should be set up a bit more fluidly. If there is a simple workaround, perhaps adding to documentation or placeholder in game notes will help reduce playtesting time.
3. Any audio? I do see on the trello that the music is being worked on and that a few sfx are listed as warm up tasks, sfx can really add a lot in terms of user, playtester, and coder feedback, let alone playtesting whether the sounds are working, even if they are placeholder… such as whether UI elements and in game interactions of firing properly, such as….
4. Upon Build and Run, if ‘speaking’ dialog box disappears the character cannot move (is the box timing out? If a sfx were connected, maybe we could ‘hear’ the dialog box getting SetActive(false)
5. Introductory text (what is the plot and what am I meant to be doing?)
6. Controls menu (I’m smashing around, but I’m not sure if I’m getting it all, which could make the game more difficult than necessary and more difficult to playtest)
7. Press esc to get to menu screen should maybe be written somewhere on the screen
8. If playing in the editor, playtesters need to know to hit maximize on play or some UI elements are off screen
9. In editor, second time going back to main menu doesn’t work
10. Upon Build, Entering The Forest brings up the pause menu and pressing esc brings up a null reference error