Overall, everything is looking and feeling great for the foundation of the game. The graphics have a nice feeling atmosphere. Controlling the character and walking around is easy. The dialogue and introduction to the start of gameplay helped me feel immersed and wanting to explore the game world.

Suggestions to help beginning of gameplay feel more polished and immersive:

1. Implementing background music and sfx
2. Debugging/implementing parts of world that look like they should be interactable:
3. First room on right of second floor
4. Stairs on the left on second floor
5. Entering library
6. Explanation that certain goals need to be accomplished to progress through time/get to next level/day
7. Guidance/hints of what needs to be done to progress time on first day’s lunchtime.