"Memento" Playtest #2

05/23/20

Observation	Underlying Cause	Severity	Proposed Change/Fix
Place holder text makes player goals very confusing	There is a lack of narrative	10	Put in something close to the narrative
Clicking objects isn't always the most precise!	HIt boxes are larger/smaller than the actual image		Crop the images or manually calibrate the hit boxes
Player tries to move some objects around	The mechanics allowed aren't completely clear	7	Condition the player to what mechanics are available in the first moments of the game and in the title screen

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