Game Title: Take Out the Trash
Platform: PC – WebGL (itch.io)
Build Version: Unknown (no version provided)
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✅ Title:

Sensitivity slider is hidden under the "Quit" button in the pause menu.

🖊️ Steps to Reproduce:

1. Launch the game from itch.io.

2. Press Esc to open the pause menu.

3. Observe the menu layout under the "Quit" button.

🔍 Expected Result:

Mouse sensitivity should be grouped inside an "Options" or "Settings" section with other visual and control-related settings, clearly visible and accessible.

❌ Actual Result:

The sensitivity bar appears underneath the "Quit" button in the pause menu, making it hard to find. This caused confusion and led the player to think the game had no sensitivity control.

🎯 Severity:

Medium – Affects user control and experience, especially in horror games where camera movement is important.

📝 Additional Notes:

The issue is especially disruptive on first playthrough. The player has no reason to guess that sensitivity can be adjusted from a hidden UI element under "Quit." Many players will assume it's not adjustable.

📷 Attachments :

The mouse sensitivity slider is placed at the bottom of the pause menu. However, its location makes it easy to overlook.

In my first playthrough, I entered the pause menu specifically to adjust mouse sensitivity, but I didn't notice the slider and almost exited the menu thinking the option didn't exist.