

Game Title: Take Out the Trash
Platform: PC – WebGL (itch.io)
Feedback By: Syed Irtiza
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General UX & Gameplay Observations

1. Lack of Onboarding or Instruction

- There are no instructions or prompts guiding the player on what to do at the beginning.
 - The core task (taking out trash) must be discovered through trial and error.
 - The dumpster is placed far away from the house with **no visual or gameplay hint** pointing toward it.
 - Many players may initially feel **lost or stuck**, especially during first-time gameplay.
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2. Limited Interaction and Player Agency

- There is no ability to **jump**, use items, or interact with objects beyond the trash bags.
 - The player cannot carry more than one trash bag at a time, which slows pacing but isn't explained.
 - After the fourth trash bag is placed, the killer appears — but the game doesn't explain this as a consequence or goal.
 - Aside from “run around,” the player has no further gameplay or defensive options.
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3. Endings Are Unclear and Untracked

- There are supposedly **three endings**, but there is no in-game documentation, UI tracking, or hints toward unlocking them.
 - The player may accidentally trigger the same ending multiple times (e.g., Ending 2) without realizing it or understanding how to reach the others.
 - This makes the game feel repetitive and leaves completion unclear.
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4. Atmosphere vs. Logic

- Horror atmosphere is effective at times (e.g., sudden killer or strange visuals like the cat on a swing).
 - However, **no context or narrative explanation** is provided for these events.
 - The randomness makes them feel disconnected instead of immersive or creepy.
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5. Menu & Settings Experience

- **Mouse sensitivity** is hidden in the **pause menu under “Quit”**, rather than placed in the main settings menu with resolution and graphics.
 - This placement is unintuitive and causes early confusion.
 - Graphics options change lighting only — not the sprite quality or texture detail — reducing their impact.
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Final Notes

These aren't bugs, but they significantly affect the **player experience**, pacing, and sense of immersion. Improving these areas could make the game easier to understand, more replayable, and overall more polished.

