Play Test 2

# SURVEY:

**Questions:**

1. Were you able to comprehend/remember the main mechanics associated with interacting with game objects? If not, how could I better tutor the player on the mechanics of the game?
2. Were there any areas that were repetitive in a way that diminished the appeal of the game? *(Some repetition can comfort the player by adding familiarity, but too much can become a burden)* If so, do you have any ideas that could help refresh the area?
3. Right now, the gameplay relating to the inventory\* is disabled, but would you say that when it is added that the items you collect is incentive enough for the player to try to defeat the enemies rather than just avoid them and move one with the game?

**General Feedback:**