Build Notes
04/29/2016

1. Game includes two modes
   a. Time based attack (turn left on menu scene)
   b. Turn based (turn right on menu scene)
   Note – Menu still says 'Turn left to exit'. New text will be updated.
2. Circular feedback around the environment shows progress of the game as you progress in the game
3. Arrows have been scaled to make it more prominent (feedback from playtests)
4. Moving in the right direction gives you a golden feedback in the tunnels
5. New audio has been added to bring about a sense of progression/ramp
6. Audio feedback while pressing the PlayStation symbols (positive and negative feedback)
7. Score trails as it flies into the controller to add up the total score
8. Tutorial added to the first green arrow, first red arrow and the PlayStation button symbols