04_Feedback_Notes

👍 What works well:

- Ingredient thrown near cauldron edge breaks with satisfying feedback
- Recipe changes after a wrong ingredient is added
- Appealing visuals and color palette
- Pleasant bubbling sound design

🛠 Suggestions:

Main Menu UI:

- "Start" button overlaps with the "Potion Shop" sign — consider repositioning
- "Quit" button is too visually dominant — move it to a less distracting spot
- Highlight "Start Game" button — possibly change color

UX Feedback:

- No clear indicator that the game ends early if too many wrong ingredients are used — maybe add a heart-based life bar (like Zelda)
- Successful recipe sound is too quiet — consider stronger audio feedback

Feature Ideas:

- Add save system for long-term progress
- High score tracker for best runs
- Pause menu via ESC key
- Add more ingredient variations (more mushrooms, slimes, crystals)

- XP progress bar — earn XP and level up, possibly unlock upgrades or new levels
- Exploration mode: no timer, free play with recipe discovery and ingredient experimentation