

**bold** = actually identified by people, also underlined = within project scope, ~~crossed~~ = specifically listed as a non-issue by people

*italics* = notes

(V) = implemented; (X) = not implemented

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Issue fixes:

Furfare:

- ~~(X) modify object materials by layer (walls, static collider props, dynamic collider props, no collision props)~~
- (V) add short pause + (X) text/announcer voice on round end before transitioning to next
  - (X) on round end destroy all projectiles
- (V) animate UI score on increase
- (V) animate time before round end + play sound every step
- (V - minimal) signify current winner in world view before round end + **(X) signify current 1<sup>st</sup> place at all times**
- **separate world events icons from character UI – display them as one thing +** probably display them in a clearer way (text on top of sound?)
- **portal destinations unclear (felt lost with not knowing where they were teleported to)**
- **projectile ownership unclear** (likely for already fired projectiles)
- **UI highlights on non-gameplay screens only trigger for one player – I blame Unity**
- **UI icons for pickups/events hard to follow, as always**
- **explain pickups in a UI text box – either one per player for their current pickup, or a global “cheat sheet”**
- *extra: same for world events. -> conclusion: the static text explanation in the infographic pre-game screen doesn't do anything, that's not how we explain stuff*

Beans' Adventure:

- (X) hint button (?) – *would address the same issue as particles on hover, unless in-puzzle hints, where it would just tell the answers*
- **(V) particles on hover over interactables**
- (X) highlight specific dialog text/snippets/words – *based on “too much text to read in the beginning”*
- **“Having some animations/SFX when clicking on items”** (see Enhancements)
- **(X) list information to gather and already gathered directly on screen**
- (X) allow image drawing on scrolls image – *based on general difficulty to start the chest puzzle, + “tip: use pen and paper” tends to be missed/ignored*
- (V) automatically close puzzle imgs after puzzle completion (RoomScene/LibraryScene) + prevent telescope items from being collected instantly from certain clicks – *based on confusions about puzzle completions, in spite of sound*

Enhancements:

Furfare:

- (V) slow down game time on player hit / on round end (Hit Stop)
  - **1x treated it as lag** (*further feedback followed*)
- (V) speed up music before round end (Tempo) – *noticed, not pointed out*
- (V) shake camera on player hit (Camera/Screen Shake)
- (V) particles on projectile-wall impact (general VFX) -> vary particles based on object/wall type? -> can vary by material and/or mesh, but not polished (especially for the latter)
- (X) increase material intensity on fired projectiles after each projectile-wall impact
- (X? – I have no idea how) world space UI hit/"HP" counter on fired projectiles
  - **"(...)a timer after you get damaged/stunned so you know how long you have to wait for"** – *same type as above two*
- (V) make UI score increase stepwise + apply the animation (above) to the steps
  - if time left – make Unity Editor enhancements (conditional property drawers)
- !! turn off voice lines on projectile fire / hit (in lesser juiced/non-juiced A/B variation)
  - **1x "favourite part of the game", 1x "too distracting/would be better without them"**

#### Beans' Adventure:

- (V) particles on each click (that does not deal with dialogs or subImgs?)
- (X) animate quest items appearance (position and/or particles)
- (V) play sound on each click (that does not deal with dialogs or subImgs?)