Main Game

Participant number	on main game new game from start until finished or gave up Time taken	deaths	level reached	comments on the game understandable/achievable/fun problems
1	07:25	0	Central Hall	Game crashed due to ability used without enough mana
2	08:10	1	Central Hall	Died to Vice decided to finish
3	11:24	2	Finished	Got bored of repeated geese
4	10:04	1	Central Hall	Unsure how to change team members, died in boss fight
	On Quest 1 Biology			
1	09:38	1	Central Hall	Died to Vice decided to finish
2	12:00	0	Market Square	couldn't find shrub as skipped text and didn't read which location it was at
	On Quest 2 Mike			
1	13:27	3	Inside Compsci	couldn't beat mike, gave up on 2nd try
2	16:11	3	Inside Compsci	finished+mike
3	09:50	0	Central Hall	beat game which goes to final screen

Bug List
Green shows fixed, Red are Broken

Identifier	Problem	Fix
B1	A crash is caused when a player casts an ability without sufficient Mana	A fix implemented to check mana levels before allowing ability, button is unresponsive if not enough
B2	Shrubs in Market square could be walked through	Discovered misspelt variable in unity script, changed.
B3	Two instances of Graham in Biology were visible at once.	Found source of problem due to miscast on coordinates for a hide game var, fixed.