

## **Recording 02:17 — BETA POLISH SUMMARY**

### **Bug Fixing**

- Fixed door interaction audio logic issues.
- Resolved fade screen and UI state bugs.
- Stopped audio and dialogue replay issues.
- Disabled player movement during dialogues.
- Reduced lighting glitches near light sources.

### **Balancing & Flow**

- Shortened final dialogue to improve pacing.
- Smoothed room transition fades.
- Rebalanced ambient audio and lighting contrast.

### **Narrative & Guidance**

- Added subtle visual cues for player direction.
- Clarified story progression through environment.
- Reinforced the feeling of recurring memories.

### **Summary**

- Core systems stable
- Narrative flow refined
- Ready for **Beta presentation**