Playtest Feedback:

Somnus Tan (3105362736@qq.com)
feedback:
1. the tutorial feels like it's there to make the game longer.
2. the breakables are not visually obvious, can't distinguish between breakables and other small things.
response:
1. we can move the flowers to the front of the door to make tutorial straighter forward, and reduce the number of flowers.
2. we can add a shining effect to the breakable sprites by particle system.

Justin Arnold (justinzou.zou@mail.utoronto.ca)
feedback:
1. the music is scary, change it to something else.
response:
We can change the background music to a chilling style, making the players feel more comfortable.

Okina Ren (hren@mica.edu)
feedback:
1. you can add a running mechanism, though I have noticed that the owner can't chase up to player at normal speed, it could be more interesting.
response:
We will add algorithm which will enhance the movement speed of owner when his anger increases so that the player will be chased and the player needs to avoid.

Cooper Shi (951885790@qq.com)
feedback:
1. change the music to something relaxing.
2. make an explosion effect when destroying things
response:
We will change the background music, and we can use a particle system to create the puff effect.

Lee Xie (632751364@qq.com)
feedback:
1. the move speed can be faster, though the master can't keep up with me, it feels too slow for a cat
2. the light outside feels unreal
response:
1. we roughly increase the cat speed by two times
2. we will add shadow to make the scene look better