

## Version 1

WungusDasPungus

- Assumed a lot of wood would be in the level based on prior knowledge of level
- Spawn objective was visible
- Like initial vista but found it pointless because he had to swim
- Looked for a way to swim onto the boat before going onto mainland
- Tried using initial vista to rope arrow to boat, but it wasn't reasonably easy, possibly impossible
- Had difficulty with fisherman house ladder.
- Pirate pathing problem getting off boat dock, stairs probably.
- Did successfully rope arrow onto ship
- Broke into captain's quarters, preferred the ability to do that over having to get the key
- Found lighthouse bulb before seeing lighthouse itself, but was informed of the goal by mission objective. Took notice of the lighthouse itself once they had the bulb
- Ship masts don't have collision, but tried to rope arrow it without knowing that
- Checked the steering part of the ship but it was empty
- Enjoyed the various houses in the village
- Noticed the lack of NPCs in town
- Found chicken coop entrance before hint
- Wanted more explanation for the chicken coop entrance
- Found grapple cliffside entrance
- Main entrance door bashable
- Scaled wall with physics crates (this is fine)
- Did not intuit minigolf controls
- Inched one of the minigolf balls into a bit of terrain
- Raised bit in courtyard still empty
- Area in wine cellar where you come out of hole uncomfortable to move through
- Broken candle in wine cellar, stays lit after you extinguish
- Said temple roof label had typo
- Had difficulty climbing up kitchen counter
- Climbed on roof from greenhouse
- Climbed into west attic from dining room with rope arrow
- Didn't find master bedroom key and tried to open with temple tower key, hadn't yet found locked temple tower door
- Found temple tower attic entrance
- Didn't seem to understand what temple tower referred to, had been thinking of that location as the lighthouse
- In temple tried climbing up a slope into the end hallway out of the water directly
- Did not figure out temple sequence puzzle, solved by accident
- AI walks into temple fires
- found nav globe hint before globe
- had trouble crouching out of dumbwaiter

Action Items

- X-Add Health to upstairs bathroom
- X-Find way to stop AI from walking into temple braziers
- X-Fix spawn object being visible
- X-Investigate problem with AI and stairs, particularly those around the ship
- X-Swap the captain door for one unbreakable
- X-Add collision to ship masts
- X-Add readable or loot to ship helm
- X-Add chicken coop sleeping npc
- Add narrative note about chicken coop from owner
- X-Address the ease of busting down the main courtyard door
- X-Add readable to explain minigolf controls
- X-Add loot to patio in main courtyard
- X-Make area around wine cellar entrance less claustrophobic
- X-Investigate bad candle in wine cellar
- X-Investigate grammar error in temple roof label
- X-Make kitchen counter to window easier to climb up
- X-Fix issue with dumbwaiter crouching
- X-Add label to main tower entrance

## **Version 2**

Iker Pineapple

- Wished they could frob candles to put them out
- Looked for alternate route onto ship
- Played with ship wheel
- Pirate from ship drowned somehow
- Poked around house with servants key but did not find the key
- Drunk villager was awake when he lockedpicked
- Frequently checked what was behind crates
- Head got caught on doorway to coop because of variable player height when crouching
- Used chicken coop entrance to house
- Got caught in basement and evaded enemy by hiding on temple roof in dark
- Intuited the controls of minigolf
- Took dumbwaiter into serving room
- Had issues climbing into hole from tower to attic

Paris:

- Wished they could see a route from the water to the house from the starting vista
- Swam straight to boat
- Drowned pirate in water
- Wanted to frob candle
- Initially missed note about pirate exposition and became narratively confused
- Tried climbing up ship ropes
- Like the low-intensity of the village

- Drunk villager not sleeping
- Found chicken coop but missed initial exposition
- Wished they could close/open kitchen windows
- Suggested secret book in library
- Suggest chairs in library
- Was getting frustrated over getting spotted while on top of bookshelves in library
- Was frustrated over how hard guards were
- Had difficult time in master bedroom stealth
- Understood what mysterious temple key was for
- Felt there wasn't enough darkness to hide in
- Suggested adding more to temple to make newly accessed area more ruined
- Misinterpreted wording on lighthouse note to mean that they are keeping it off to see better and wanted more narrative justification on the player's part
- Wishes he could see guard patrolling in temple when hiding on stone in interior water area
- The lamented the inability to check their inputs on the puzzle
- Did not see master bedroom key
- Did not understand narrative, assumed the temple cursed the pirates
- Wished he could turn off generator
- Wanted more escalation after Eye is stolen
- Wished for less locked doors
- Wished for more enemy variation

#### Action Items:

- X-Add note in temple foreshadowing ghosts
- X-Add secret related to spinning ship wheel
- X-Add note and detail for keeper agent in village
- X-Rework generator room to have sleeping NPCs, and distribute corpses around house
- X-Add reference to ship name in note and shipsided
- X-Spawn will o wisps when Eye is picked up
- X-Kill/KO remaining thieves in house and spawn ghosts in house when Eye is picked up.
- X-Rework lighting in library so top of bookshelves are dark
- X-Increase height on subversive temple water route so player can see over ledge
- X-Scrap master bedroom key and tie to servant key OR remove exterior master bedroom door in favor of a pedestrian route up
- X-Make candles frob able
- X-Add ladder to far side of pirate ship
- X-Fix issue with drunk villager being awake
- X-Investigate problem with pirate drowning
- X-Adjust height on chicken coop or find way to disable variable height when crouch walk
- X-Investigate difficulty with vaulting UP through tower/attic hole
- X-Expand part of temple immediately after walking through new hole
- X-Expand part of temple between atrium and puzzle room
- X-Add ability to disable generator and turn off electric house lights
- X-Rewrite lighthouse bulb note to make more sense

- X-Add secret room to library, narrative exposition reward on Gideon's exploits
- X-Do a pass on the house to make sure every room has a dark spot, leniency if illuminated by fire
- X-Completely redo main puzzle

### **Version 3**

Soft rodvt:

- Liked the smaller amount of water arrows
- Suggested sounds for water crashing
- Did not check starting note but also missed the readme briefing
- Misinterpreted presence of movable crates as hint to climb on them in areas they didn't need them to climb on
- Observed weird texture on chicken coop cover being nice curtain
- Searched entire village before moving on to ship
- Looked for and found back ladder onto ship
- Questioned realism of the ship wheel secret
- Noticed weird collisions on ship masthead
- Intuited narrative of light bulb by finding it on ship.
- Wondered if there was an alternate route into captain's quarters
- Expressed desire for more guards and difficulty when in basement
- Expressed desire for guard conversation in basement hallway
- Found temple key before temple door
- Suggested having no kill requirement that is revealed to not include pirates
- Felt comfortable finding themselves without a map
- Had trouble identifying which surface was wood on cliffside entrance route
- Lamented lack of difficulty with tile floor in common room, having knocked out the 3 guards that go near there
- Observed that hint about navigation globe is phrased exactly the same as objective
- Like's the tight and interconnected level design
- Disliked how many redables were pickup
- Missed the floor text listing the riddle
- Temple ghosts were one hit kills
- While leaving temple commented that it wasn't too tense
- Interpreted attic hint for globe to be related to connection to tower
- Suggested adding some ranged pirates

Action Items:

- X-Investigate collisions on masthead
- X-Add note to briefing about how guard count should be low
- X-Reword objective about navigation globe
- X-Add hint about electric room as store hint
- Reword temple door key hint to call "boss" "captain"
- Obfuscate helpful items in keeper agent's home

## Version 4

### Action Items:

- X-Investigate bad pathing on village guard when he gets to ship
- X-Investigate pathing problem with basement patrol guards
- X-Investigate pathing problem with gate tower stairs going to second floor
- X-Investigate further of two temple ghosts not attacking thief
- X-Investigate ghosts insta killing player when touched
- X-Rename Servants keys to "House master key"
- X-Fix typo in tower door note
- X-Add store description to tip items
- X-Boost guard wait times
- X-Fix misaligned fire in master bedroom fireplace
- X-Append contact hint to mention that his supplies are IN the house
- X-Lighthouse engine mesh bad after rescaling
- X-Fix top of lighthouse area transition
- X-Fix sound bleeding into lower interior water bit of temple from hero's tomb, also into puzzle room
- X-Look into making dynamic lights player light range match visuals better
- X-Look into moving will o wisp because it lights up secret door in water temple room
- X-Look into leg turning into fish when you pick it up
- X-Add "door is blocked" message to generator room
- X-Investigate NPCs walking on counters in kitchen
- X-Add ramp to roof in basement

### Archie:

- Woke fisherman up when climbing out of water
- Tried climbing vines on wall
- Annoyed by inability to walk over house because slope
- Annoyed that he couldnt pick up certain objects on blacksmith shelf
- Chose not to check boat before house
- Checked chicken coop before reading note
- Basement guards were walking route together
- Didn't understand how dumbwaiter works when it was already on his floor
- Thought he was in lighthouse when he was in guard tower before getting to top and figuring it out
- Typo in tower door note
- Did not intuit the mysterious temple key's use despite seeing door
- Had trouble discarding boxes blocking path in attic
- Found attic mystery annoying, interpreted "maybe im missing something" as them just being stupid
- Could see ghost appear in temple when eye picked up

### Lucas:

- Logic of needing lighthouse on for pickup doesn't make sense
- Thought he had to physically row
- Woke up fisherman by jumping
- Fell off rope while using rope entrance to house and got stuck on incline
- Expected longer on guard wait times
- Had difficulty vaulting up ladder into east attic
- Noticed ambience cutoff at top of lighthouse
- Didn't think he could walk through chicken coop rag

### **Version 5**

#### Action Items:

- X-Fix lights out hint not listing price
- X-Stop steel plate from being inventory item
- X-Fix bad timing on upside down air ramps by water cutting into sand
- X-Remove floor fish in kitchen
- X-Reword lighthouse note
- X-Fix wood sticking in through temple roof
- X-Make water flow into waterfall in cave
- X-Fix same painting twice in second floor by secrett
- X-Improve wording on globe hint
- X-Tie master key to unlocked doors
- X-Shorten captain's journal so its one page
- X-Investigate collision size on ghosts
- X-Make the captain's log not a pickup
- X-Investigate sound propagation in main house stairwell
- X-Investigate ease of sitting on beds

#### Jake:

- Looked for stash but did not find
- Had some trouble vaulting into east attic
- Had trouble climbing up rocks towards greenhouse

### **Version 6:**

#### Action Items:

- X-Fix roombrush problem with exterior greenhouse door
- X-Fix collisions on table in captain's quarters
- X-Force village patrol to center on dock
- X-Implement Aemanyl's readable changes where fitting
- X-Change language on fisherman note so that he's not "locked" in
- X-Add AI>AI Core>Only Notices Player:True to sleeping villagers
- X-Fix difficulty with vaulting into west attic
- X-Change music in temple area
- X-Add indication to riddle area that each element is a part and there are four items
- X-Make some of the temple floor tiled

- X-Add another guard to ship
- X-Fix area players can get stuck on top of chicken coop
- X-Fix room brush height on minigolf course not reaching grass
- X-Fix bad wallpaper texture in upstairs bathroom
- X-Fix brushes from wine cellar reaching into living room
- X-Fix weird brushing around small guest bedroom by bed itself
- X-Fix collisions on stairwell statue object
- X-Decide whether or not to block off creative route to roof from minigolf
- X-Add escape goal to normal difficulty
- X-Find solution to sewer hatch door in temple roof clipping into brushes
- X-Improve room brushes on ship
- X-Investigate stair wood sticking outside of guard tower
- X-Improve rope arrow spot visibility on cliffside entrance
- X-Investigate bad rectangular shadow in dining room
- X-Move barrels near back of blacksmith to not allow player onto roof
- X-Turn two mini statues into junk items
- X-Separate the cave area into a different lighting/fog zone
- X-Experiment with lower ambient lighting
- X-Add pathfinder blockers to village dock to prevent falling in
- X-Investigate guards getting stuck in temple tower stairs
- X-Fix player getting stuck in bathroom sinks
- X-Update NVscript
- X-Add goofy animal easter egg
- X-Add moss pickup to greenhouse
- X-Restore sleeping servant
- X-Fix brush issue on roof by golf
- X-Make minigolf resettable
- X-Adjust stairwell roof texture
- X-Add entrance to temple secret inside puzzle room

### **Version 7**

- X-Fix floor texture at bottom of temple tower
- X-Add more ghost spawns to house
- X-Look into scale problem with secret door to west attic
- X-Remove new button for getting into hero's tomb
- X-Fix still getting stuck on top of chicken coop
- X-Add tester names to credits