

	Description	Effect on you	Effect on others
	Record your observations of each element of the experience.	What was the impact of the design and development team's choices on you? Try to evaluate the reason why their choices had that effect.	We don't all respond to experiences in the same way. Do others have different responses? What are their reasons?
Worldbuilding and style	<ul style="list-style-type: none"> <li>• <i>Cartoon inspired aesthetics merged with a low poly graphical style</i></li> <li>• <i>Textures are simple, mostly consisting of a single colour</i></li> </ul>	<ul style="list-style-type: none"> <li>• <i>The world around me felt cozy and comforting. It supported the playful and inquisitive nature of my interactions within the escape room environment.</i></li> </ul>	<ul style="list-style-type: none"> <li>• <i>Others thought the graphics were childish, which limited their immersion within the environment due to the unnatural and unrealistic presentation.</i></li> </ul>
Room design			
Scale and reach			
Interaction design	<ul style="list-style-type: none"> <li>• <i>I was able to pull far away objects towards me by raising my hand and pulling towards myself with the 2D Axis.</i></li> </ul>	<ul style="list-style-type: none"> <li>• <i>The interaction itself felt like performing a cool action from a movie. It allowed me to focus on my surroundings and my position within the space.</i></li> <li>• <i>I was also able to grab objects away from my reach, increasing my comfort.</i></li> </ul>	<ul style="list-style-type: none"> <li>• <i>Others found the hand motion and positioning required to perform this action unnatural and difficult. It negatively impacted their spatial awareness as they performed the action instead of exploring the space physically.</i></li> </ul>
Lighting			

Use of color			
Sound			