

## Direct Observations

0:00 - Start  
0:02 - Are those lamps? [referring to the apartment]  
0:11 - Entered world [dream world]  
0:20 - Drawn to shinies  
0:30 - Curious about where I am  
0:40 - Noticed pillar of light  
0:59 - Clicked [in dream world], saw that it does things  
1:20 - Left clicking does this [makes terrain], likes jumping  
1:30 - Going for shinies  
1:40 - Entered memory  
1:50 - Started reading text, it stays a lot longer  
2:00 - Went to his painting  
2:20 - Went back to world  
2:30 - Started messing with more things  
2:50 - Tries to step on blocks  
3:00 - I'm controlling something that creates geometry  
3:20 - Hasn't noticed that they grow perpendicular to face  
3:50 - Got the hang of climbing  
3:57 - Finds out that they come straight off normal  
4:20 - It looks cool [the pillars he created]  
4:27 - Spamming creation now  
4:40 - Trying to walk up a pillar for no reason  
5:00 - Got up on top of the things  
5:15 - Fell, didn't note falling damage  
5:30 - Thinks it looks cool  
5:40 - Understood the zoom in  
5:55 - Now looking at objects in art room  
6:20 - So I look at things  
6:30 - Running around making things disappear  
6:50 - My painting is so bad it doesn't exist  
7:10 - Lingered around art room

## Post-play Interview

- Where were you in the beginning?
  - Apartment seems like home
    - Just moved in
      - Boxes on floor
- What were the shiny things?
  - Portal teleports
- Where were you in the white world?
  - Noticed it's a dream world
  - Terraforming looks cool
- What attracted you to the shiny in the dream world?
  - Scale the mountain
  - Smoke coming off
- Building staircases is fun
- How to make controls intuitive?

- Assume they would try it eventually
- Art room
  - Looks like Peck
  - Dialogue about paintings
    - Not very confident in themselves
    - Doesn't see potential in herself
    - Thought her friends were better
  - Would be more incentivized with powerups
- What kind of powers would you want?
- Would health make it interesting?
  - Dying would suck
  - Some kind of incentive
  - Some consequence for falling
- What would pose greater challenge?
  - Some sort of obstacle to get around
  - Something following me that I have to avoid
  - Likes building staircases
- The art room
  - What did you think about the darkness?
    - Sets the mood
    - More introspective
- How do things look?
  - Art room
    - Believable layout
    - Colors?
      - Works well
      - Paintings look nice
      - If wall was different from floor
  - Apartment
    - Looked nice
    - Bricks are cool
    - Looks like a young adult's apartment
    - Floor is sufficiently distinct from walls
    - Feel like a giant mech [referring to scale]
  - Dream
    - Had the most fun
    - Art
      - A little more detail
      - Crazy abstract things flying in the sky
      - A cool goal, hunt things by making staircases
      - Dream is a world of sculpted clay
      - Small-town elements abstracted in the dream world
- What does this remind you of?
  - Inception
  - Semi Minecraft

- Shine a light to where you will sculpt
  - As a powerup
  - Don't give it right away?
- What else would you like to sculpt?
  - A giant teddy bear
- What do you think of the previous Remembrance
  - Terrain looks cool, more symbolic
  - Making things is more fun [referring to terraforming]
- World progression?
  - Linear or not, either would work
- What should we keep?
  - Bringing people back was pretty cool
  - Artifacts would still be cool