Feedback of Bleeding Neon

* We should focus on the environment in the story as well, as it will help us in animation in terms of cinematography. (UI/UX Designer)
* We should look for some referral games for our game to get more ideas and also in terms of popularity. (GD)
* We should focus on dialogues of the game to make it further appealing and attractive. (Theatre Artists)
* There are total 9 chapters of the game. In the 6th chapter, we should put the crux in it, so that everyone can understand the true story. (Screenplay writers)
* The story should be attractive from the very start, so it can grab the user. (Book Reader)