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| Does the world have a consistent look and feel? Did you find anything in the game visually jarring or out of place? |
| For the most part the game is super polished! It looks really good! It actually looks /like/ a game which is really good. My only concern would be that the garb in the beginning of the game, in the cut scene, doesn't really look like the garb in the actual game play which was a bit confusing at first. I thought i was playing as a different robot for a bit. |
| Nothing seemed out of place, though I didn't understand what the hacking mechanic was for since I didn't see anything to hack past the tutorial.  Everyone looks coded "male". It'd be nice to have some variety in NPC designs.  Pressing ESC or being in the hacking mini-game and seeing some of the visuals still on the screen was a bit weird. |
| The game world is quite consistent, but feels kind of plain. |
| For the most part, everything felt pretty consistent. It felt like some sort of lab work environment. |
| Yes, it was a very attractive game. |
| It was an odd experience seeing nothing but what the cameras saw, but I liked it! very clever. Occasionally I saw a sprite that was in front of a sprite it probably shouldn't have been (a folder was in front of the desk sprite as well as the monitor sprite, looked strange). The building aesthetic looked natural and consistent which is a good thing. |
| Everything was very sleek and consistent! It was minimalist, but that worked well with the design of the game I really liked how there were details incorporated like glasses and computer monitors. I also liked how there was a clear progression from level to level in style, but it was still very internally consistent. I almost wanted a little bit more differentiation between the middle levels and the upper levels, as they had a very similar feel and variety is nice. |
| I think the environment seems to have a consistent look and feel. I think the indoor environment fits the game very well. |
| I liked the art style. I looked sort of like a cartoon which fits with garbs innocent stance. |
| Yes, the world has a consistent look and feel. The color choices and scene choices in the opening matches that of the actual game environment. I did not find anything in the environment that was out of place. |
| Nothing felt terribly out of place, and the visuals followed a pattern that added to the experience of the game as you tried to get out of the building. The player character model is does not look very much like a garbage can as was stated before. |
| Everything fit together really well. Your design is so together and coherent that it was pleasing to play even if it wasnt easy. |
| The world looked congruent and worked well together although I would like to see flashing lights by the control panel. With regards to the control panel artwork i think that could be improved as it does not work together and i think needs some work to look clean. |
| The art of the game is consistent, and the art of the opening cutscene is consistent. However, they are not tied in with each other. Nothing was visually jarring - however, I was confused why the guards had a red aura attached to their vision. Does this signify anything? I wasn't sure. Also, the start menu is ugly. Why is there no music for the start menu and opening cutscene? This is disappointing to me. |
| I thought this game looked fabulous. The way you interact and view the world work well to tell the story. Everything looked like it was meant to be there and the characters all fit into their environments. |
| The lab looks real. The arts are good. It's solid and consistent. I just feel the little tutorial of that tube game is additional. In next feel levels I did not face the little "place tube game" anymore. |
| The world has a very consistent feel, and nothing feels out of place. Honestly, this is probably the most consistent environment I've seen in all the games, so good job. |
| The game is beautifully designed and very consistent throughout. I was very convinced by the atmosphere in which I was playing. Nothing seemed out of place to me. |
| The world looked very consistent. |
| The art style is consistent and I approve of it. It fits well with the theme. |
| The aesthetics of the game were consistent across the levels. It was very clear that the levels are all within the same building, and each room was characterized by things like garbage or tables or computers. In that sense, I found nothing particularly jarring or out of place. Consistency was accomplished. |
| The world had a very consistent feel, with nothing out of place. In some cases this worked to its detriment - there was no indicator for the one piece of machinery I found that could be hacked, and in fact the asset is used in the future for machinery that couldn't be hacked. At least, that was the impression I got - they could've just looked similar enough for me to be mistaken, but that's an issue of its own. |
| The world was pretty consistent. I feel like it was either too dark or too bright. It would be nice if it was a little bit of a warmer color than a bright white. |
| The art is very nice. The hacking panels (I can't remember the actual name, sorry) kind of blend into the background, and make attempting the second level very difficult. Overall, the art is very consistent and nothing sticks out too much. |
| The world has a consistent look and feel and is very well polished. The only thing that is visually jarring is the tutorial for wire tutorials. The lines do not completely connect to each other making it a bit confusing if that is the right answer. |
| The game is consistent in its look and feel, as you are mostly in a single building with multiple levels for the gameplay experience. Nothing really looked out of place or visually jarring, except maybe the lack of eyes in the games opening "cutscene". |
| The design for world is find. Just sometimes there are some box or block near the wall which we can't see. |
| The art is consistent through out the game, nothing looks jarringly out of place. Almost paper looking. I found the into art to be extremely beautiful along with the music. |
| The environment setting is successful in this game. First of all, even I didn't read the story carefully, I still know that the game happens in a lab. Moreover, the character setting is consistent with the map design, the scientists and the guards increased my feeling of in a lab. |