|  |
| --- |
| Game-specific Question #1 |
| 1. How was the difficulty of each room across the game?  It grew exponentially, the first couple were easy and it seemed to grow harder and harder to the point where I could not continue. |
| 1. How was the difficulty of each room across the game?  I'm not sure why my playing the tutorial hacking mini-game seemed to activate a guard that wasn't in the room before (second room).  There seems to be a real reliance on the use of darkness as a cover mechanic. I was breezing through the first rooms rooms because shadows tended to be really prominent.  Then on the first level with the hexagon floor grid and all the scientists the difficulty curve spiked. This was the first level I bothered trying to use garbage as a distraction. Unfortunately it seems the scientist facing the top wall is hyper-alert and it becomes useless to try and go that way - even though there should be many ways to complete each level, it seems like I'm railroaded into one path (distract the guard at the bottom then leave out that way). Ideally there'd be at least a few ways to proceed through \_each\_ level. Even tossing garbage to get past the guard wasn't working - he went for the garbage and then as soon as I started moving seemed to go for me instead. It started becoming frustrating getting through this area. I'd suggest a) pitching the garbage farther, and/or b) allowing the player to adjust the pitch of the garbage to throw it farther distances if they'd like to.  Even when I'm in the dark the scientists seem to find me. What gives lol?  Okay, this particular level is starting to tick me off. The other levels took ~20 seconds and I've been on this one for about 10 minutes. Maybe you should introduce the distraction mechanic gradually instead of forcing us to use it all the sudden when everything before this level was so easy? That level took way too long to get through.  I also very very rarely saw a ? - every time I was spotted, it seemed only to be !, and I had to start over.  I seriously don't understand how all these people are seeing and finding GARB in pitch darkness.  The ?/! mechanic is too unforgiving. The distraction mechanic, as is, is not terribly useful.  I stopped playing on the level immediately after Dave helps you out, since it was frustrating and I'd spent more than 40 minutes on the game already. |
| >> 1. How was the difficulty of each room across the game? <<  As previously explained, the game was of moderate difficulty and played well. However, since I was unable to play it on my own system, I am unsure of the difficulty comes from playing on an unfamiliar system or from the game itself. |
| Each room had it's own difficulty. Sure, the first room or two was trivial, but the later ones would vary from super easy, I could get it in my first try to one room that I spent probably ~7 minutes on trying to figure out where exactly I was supposed to go to get around one particular guard standing in the primary corridor. Garbage throwing was difficult to use well since you can only throw it in front of you and you can't throw it at diagonals. I did not finish the game because it suddenly crashed when I clicked on a door in the uh, ~9th room? Since the game didn't have any way for me to resume my progress I stopped, totalling somewhere around ~20 minutes of play time. |
| Levels didn't get too difficult, some required a bit of trial and error but also weren't too easy either |
| How was the difficulty of each room across the game?  Difficulty increase I thought was good. Each level felt more difficult than the last. Overall I wish the game was more difficult, requiring a solution that felt satisfying to think of. I'm not sure how to do that, but I felt as the solutions I came up with to solve your game (until the fatal error) weren't satisfying and didn't require that much brain power. |
| The initial rooms started out fairly easy (which was good as it gave me time to figure out the rest of the game). The first three or four levels were very straightforward to move through. After that it was about medium level difficulty, until the level where the Janitors were introduced, where it became more challenging. All levels felt fairly well balanced considering their location within the game. |
|  |
| 1. How was the difficulty of each room across the game?  The difficulty of the rooms i could access were of good difficulty levels i could find interesting ways to reach the end of the level. |
| 1. How was the difficulty of each room across the game?  The difficulty of the first few rooms with the janitors were fairly challenging but not too challenging. Next few rooms with both researchers and janitors became more challenging, and after the first cutscene the rooms were slightly more challenging. For me, the rooms with researchers and guards took a few tries before being able to complete them. The amount of tries taken for these harder rooms was enough to evoke a desire to play the level again, but not too many tries that the player gets frustrated and feels like quitting. To me, the difficulty overall was a good amount of difficulty, and it was satisfying after completing the challenge of each room. The rooms were laid out well, and the I was able to test different strategies to completing them (moving to certain positons at certain time, throwing garbage to strategic spots, etc). Although the difficulty made it fun, it did cause me to spend time playing the game past the 30 minute mark. |
| Some rooms were much more difficult than others. The difficulty didnt feel like it was scaling upward as the game went on. i had more trouble with the earlier levels than with the later levels. |
| i feel like the slope from ease to difficulty was not gradual enough, one of the last levels i played (because i couldnt finish) with the two guards facing each other, took more time for me to complete than all the other levels before it. |
| 1. How was the difficulty of each room across the game?  I found that as the levels continued the difficulty grew with them at a linear pace. |
| 1. How was the difficulty of each room across the game?  I found the first couple rooms to be easy (obviously, a tutorial). The next room was moderately difficult, and then frustratingly difficult, and then moderately difficult. The second floor first room was quite easy, and the second room was frustratingly difficult. The third floor first room was pretty easy, and the second room was very hard. I did not make it past this. |
| I found the game to start off quite difficult and only go up from there. |
| It's just right! Definitely not easy, but it's also not that hard. I remember I used 15 mins just solving a very hard level(1 level after Dave saved me) but finally I find out a easy way that I did not tried and passed that level. But sadly, after I interact with the door in that level it gave me FATAL ERROR and the game just crashed. When I open again, I cannot resume and all levels are locked. |
| I thought the difficulty was perfect to be honest. it went from easy to challenging and did so at a constantly rising rate. |
| The difficulty increased steadily and allowed for the player to get a good grasp of how to play before getting far too complex. It progressed at a really fair pace, while keeping things fresh and entertaining. |
| I found the 3rd level to be very difficult. I couldn't beat it. |
|  |
| How was the difficulty of each room across the game?  The difficulty I found not bad for the first few rooms, but when I got to the third level (the one with all the scientists and tables), the difficulty suddenly spiked. I found it too hard to get through the level, and because of that, I couldn't finish the game within 30 minutes. |
| The difficulty was handled well in terms of level design, though I feel there was somewhat of a spike about a third in? I'm unsure on that, but it's something to consider.  One of the bigger issues is that some mechanics still need fine-tuning, and it's that lack of polish that makes some failures feel frustrating, even a little unfair. Being unable to move after being discovered  In addition, having the tutorial spaced out as each element was introduced would have helped immensely, as well as being able to refer to instructions from say, the pause menu. Showing every detail once and only once at the start of the game was a mistake that could easily be rectified. |
| The difficulty for sure advanced with each level. When I got to the level with the open floor, one guard and many researchers, I just got stuck. Couldn't go through everyone. I'm sure if I kept trying I would've figured it out eventually but the next level was probably also gonna be even harder. IT'S A NEVER ENDING CYCLE! |
| How was the difficulty of each room across the game?  The difficulty was too hard. The levels were very specific in what you needed to do to finish them. It was sometimes hard to tell where the hacking panels were, which made that first level impossible, and the fact that you couldn't tell where the trigger areas were for the scientists and the janitors, but could for the guards made the levels where the former were added in feel unfair. |
| Overall the difficulty of the rooms are a bit too challenging , but the movement speed of GARB makes it harder than it should be. I liked how the rooms progressed in difficulty as you move through the levels, but should be balanced so that the player has more agency to move around as GARB, and to make the harder levels slightly easier. |
|  |
| 1. How was the difficulty of each room across the game?  The difficulty between those levels are fine except one room is really hard in between which I tried many times. The whole game difficulty is a little higher than my predicted. |
| How was the difficulty of each room across the game?  The diffculty was fair and progressed fairly. |
| The difficulty for each room is acceptable. |