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| How engaging is the plot? |
| I didn't really get the vibe that I was making my way out to the 'outside' so much as i was beating levels. Garb's personality, the cute robot at the beginning of the game, is a bit lost after playing for a bit. I really enjoyed the heart wrenching story of this poor mistreated robot but upon actually getting into the game play, I just didn't get that story coming through as much as i had hoped. |
| Extremely basic plot. It works for the mechanics of the game but it's not terribly engaging. (Not the biggest issue in this case.) |
| The plot is quite thin, which is fine since the game is intended to be run arcade style. The story is kind of endearing at times, but is otherwise |
| There isn't a whole lot. Bot want to set outside world. |
| The plot was moderately engaging, enough that I wanted to continue playing. |
| Plot wasn't too special |
| I found the plot to be fairly engaging. Garb is really cute, and I could empathize with its desire to see the outside world. I also liked the character of Dave, although I felt that his initial opening dialogue was stronger than his dialogue when you encounter him part way through the game, as at that point it sounded a bit choppy. |
| The plot is very simple and typical. I wish it can be more interesting and not stories that I have already seen in movies and other games. I think voice acting would be a nice feature to have in this game to make the audience to be more engaging. A variety of background musics can also help to improve the plot. |
| Plot is fairly engaging with you feeling invested in securing garbs safety from security. |
| The opening scene was pretty engaging, as the scenes were carefully crafted, and the dialogue was very interesting when showing the researchers with GAR-8. The plot afterwards subsided until reaching the first cutscene, where one researcher finds interest in GAR-8. This helped to pick up the plot which had faded into the background until this point. The plot still feels secondary to the game, as there is little dialogue and character interaction (although I did not reach the end of the game, the reason for which will be explained in the glitches/bugs section). The gameplay is what was more engaging than the overall story. |
| there isnt too much of it, so not terribly engaging. The early story and art is pleasing, but there isnt much more substance. the continuation feels artificial in its execution. |
| Only barely engaging. I really like the mid game conversation with the scientist though. I really think you could afford to have more story about garb in the beginning because it isnt that long right now. Maybe you could include some introspective thoughts from garb before the game begins. Because as it is, i only remembered that he wanted to get outside because of your presentation, and i didnt get to finish the game because of a bug. |
| The plot is interesting although the motive for the robot to go outside and the fact that he has to see through cameras when he obviously has eyes is a bit confusing. |
| I found myself not paying attention to the opening cutscene after the first half, and then the first in-game cutscene I found myself wishing I could get back to playing right away. I find the writing to be not at all engaging, and uninteresting. Very dry. |
| The plot was interesting although familiar. |
| The plot is simple and easy to understand. I was engaged well. Sometimes I feel like I am just that robot. When the guardian almost got me, I would feel panic and trying to escape. |
| The plot is very engaging and I wanted to do everything I could to help Garb reach his goal. |
| The plot is very simple, yet effective. I found myself attached to GARB by the end of the game even though he is just an intelligent garbage bin. |
| It was not very engaging. There was no hand holding but I felt like you just go when you start the game. |
| It's as built up as I feel it needs to be. A simple premise is not a bad thing. |
| The plot is very minimal, to the point where it almost doesn't have one. Apart from exposition in the intro, there is no dialogue and no plot development, just the PC moving through different rooms. I understood that the building is a research department, with guards and scientists and janitors, and that the top level was the most important, but I never felt like I was experiencing a story. Just a few minigames and stealth gameplay. |
| It isn't incredibly complex, but it doesn't try to be - the focus of the game is clearly on the gameplay.  The segment where Dave discovers Garb and triggers a cutscene was executed very well. The fact that it occurred in the final part of a level, right before an enemy by the door is about to catch you, makes it compelling from the get-go. It was a welcome interruption from the stress of running through levels, and reconfirmed Garb's objective, complete with the support of its creator. |
| I love the plot, it's really cute. I feel I connect with GARB. Everything in the environment supported the plot. I really like how the janitors are the big guys it's very comedic. |
| The plot is alright. Garb wants to get outside, but we never really learn why, or why the one scientist is so set on helping him. There is a goal, but never really a motivation for that goal. |
| The plot is pretty engaging and is well knitted with the mechanics and the rooms of the game as the different rooms illustrate GARB getting closer to escaping the facility. |
| I found the plot engaging for the first little while, during the opening "cutscenes" which explain the basic plot. However, the further I got into the game and absorbed into its gameplay the plot does somewhat fade away. |
| The plot is good since we could find out how the levels are getting harder and there are more guards move around in higher level. |
| There is not much of a plot. However the background story is clear and so are Garb's motivations and goals that the player can focus. |
| The plot does not really interests me. There is some story telling at the beginning of the game. Followed by a huge amount of game play. Then followed by a huge piece of story. The white space is too huge to let the player remember what is the main story of the game. |