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| Is the game too easy or too difficult? |
| I found it a bit too difficult, I had an incredibly hard time making it past the level that the doctor was introduced and I was unable to finish the game in the allotted 30 mins.  The challenge of navigating around the moving obstacles without getting caught was really interesting and engaging, and I was eager to move on, but after trying the same level nearly eight times to get past the same obstacle, it became a bit annoying. |
| Too easy, then too difficult. Discussed further in my answer to one of their questions. |
| [[ I AM UNABLE TO RUN THE GAME BECAUSE OF A DXDXCOMPILE ISSUE. THIS ISSUE EXISTS ON WINDOWS 10 WITH LATEST DIRECTX DRIVERS. I AM RUNNING THIS GAME ON ANOTHER SYSTEM ]]  The game's difficulty curves well, but is maybe too difficult to a casual user at the end. |
| I'd say the game is hit and miss. Some levels are really trivial while others are really challenging. Maybe I just approached some levels wrong, but generally it was really easy to get caught because the second I saw a question mark, it became an exclamation point and I would be caught immediately. The garbage doesn't really throw that far, which is fine but it also means it's difficult to distance yourself from the garbage for it to really be effective. |
| It was just right, although after a while the levels did not seem to vary in difficulty. |
| It was alright. But it had an artificial difficulty I think. Meaning that the AI pathing was too simple, requiring little thinking to get by, and was more timing based. |
| I would say that the game is the right level of difficulty. There is a good balance of enemies and a variety of gameplay mechanics that you can use to get past them. It scales up nicely as you move through the levels. It took me a couple levels to figure out how best to use the mechanics, but after that it was great! |
| Too difficult. |
| Game had a reasonable difficulty even when caught it allowed you to start from the same room so you didn't have to repeat the entire level. |
| The game had a good balance of difficulty, as it started out easier, then became slightly harder as the player progressed, but not too hard as to frustrate the player. |
| The game has a steep learning curve and is easy one you figure it out, but until then the difficulty feels frustrating. The "hacking" was very hard to find, but was an easy but quite fun minigame. |
| too difficult. I feel like the sensitivity of some of the guards should be drastically reduced because the mechanic of throwing garbage to distract them rarely works unless you can be behind a large wall (first level was the only time the garbage helped me). |
| I found the game to be fair and was neither too hard nor too difficult |
| The game varied from incredibly easy to frustratingly difficult. I received a fatal error after the second floor second room, so I cannot comment on anything past this. However, the second floor second room was very difficult, to the point of being frustrating. I found that anytime the game called for any sense of finesse, I was dissapointed and left unable to do what I wanted to do. For instance, I couldn't give a pinpoint shot of my garbage, only in 8 cardinal directions. Also, some of the sensitivity's of the various NPCs felt very high and difficult to navigate around. |
| I found this game very difficult. The areas where you cant actually see enemies were especially difficult. I also found leading enemies out of certain areas didn't always seem to work. |
| 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 think the games difficult is incredibly well balanced and I feel a very steady rise in difficulty as I progress through the game. Once you know how to complete a puzzle though, the difficulty becomes incredibly easy, so there is not a lot of replay value. |
| I feel that the game is just the right level of difficulty. I found myself being caught only when I made poor strategic moves, whereas when I thought my actions out more carefully, I progressed without much hassle. |
| I found the game too difficult. I couldn't beat the 3rd level. |
| It had a nice difficulty curve from easy to hard, though it would probably have been easier if everything had been better explained. |
| I found the game too difficult to play. The number of factors in the levels increased exponentially, to the point where I could not progress past the (I think) third level. It was simply too hard for me, and because of that, I was unable to finish the game within the required 30 minutes. |
| I think the game's difficulty curve is well-placed.  However, it is a bit too difficult for all the wrong reasons - clunky/inconsistent mechanics.  Without these bugs/issues, I think the levels could pretty much be left as is. The level design itself is strong. |
| I feel like the game is just fine. It did get difficult and I did get stuck,which made me not finish the game in 30 minutes. But I feel like an increase in difficulty is expected as the game advances. |
| I feel that the game is too difficult. It feels like it requires knowledge about the exact route the developers wanted you to take in order to finish it. After meeting with the scientist, the doors to finish the level become impossible to tell from the doors that do nothing, and it becomes incredibly frustrating to try and finish the game. |
| Overall, if the player uses all their resources (garbage) I believe that the game is at a good difficulty which allows for an easier play through, but still requiring the player to think and to have a challenge. If the player does not choose to use the garbage, the game becomes too difficult/impossible, but that is expected. The harder levels though are a bit too hard. |
| The game was pretty easy, honestly. There is some difficulty in timing, but it wasn't much of a concern after a bit of getting used to it from someone who has played a lot of stealth games. |
| It is a challenging game. I think this game is a little difficult and it would be more interesting if the player could throw garbage farther or move faster. |
| The game has an intro level which helps to ease the player into playing. So I would say it is fair and then it becomes progressively difficult. Also you are able to shift so they don't detect you and eat your garbage so you have it back. |
| The difficulty increased reasonably. Therefore I would say that the balance is successful. |