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| What did you enjoy the least in this game? |
| The difficulty definitely sapped a bit of the fun from it for sure. Also Garb's speed is blisteringly slow. This robot is so so so so slow it was a bit painful. And I was a bit sad not to see a bit more of garb's personality throughout the gameplay. |
| It got too frustrating too quickly. The distraction and alertness mechanics are too unforgiving. I wanted to make it to the end but I'd already spent well over half an hour on the game. |
| [[ 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 ]]  I am not a fan of stealth games, since their mechanics have to be very tight in order to make sure no 'unfair' deaths occur. Other than that, there's a driver issue preventing many modern systems from playing the title, which is an issue that should have been resolved earlier. |
| Controls could be smoother, and the way the game punishes you feels to much of a jump. Being caught instantly is annoying when I feel like I should have a second to stop moving to be fine. |
| I did not enjoy the intro - it was too wordy. |
| ...The music? Unfortunately the one track on loop got repetitive after some minutes. |
| I wish that there was more dialogue/interactions with NPCs, even overheard conversations. I think it could really help flesh out the story a bit more, and help explain what exactly this facility is. I also found the music slightly repetitive, although it works with the mood and the tone of your game. |
| 1. It crashes at the end and it didn't auto-save.  2. Th  ere is a slight disjoint of the red wire, when wiring the electrical wire in the first level. |
| I had a game breaking bug which prevented me from completing the game so i couldn't see the conclusion. |
| It is hard to say, but I think I enjoyed the music the least. Although the music was very good, I just think it could have been varied more throughout the game (for different stages of the game, possibly). |
| The story, it was set up, but not followed through on. |
| Sorry, but the music, one song is way to little to have playing through your whole game, and it became annoying very very quickly. |
| I disliked how slow the player moved and wish that there was a speed walk button |
| The fact that sometimes I expected to be able to do something, and then was unable to because of the lack of sensitivity and finesse on the controls. Also, being able to throw the garbage farther would go a long way in making the game more enjoyable. |
| Trying to lead enemies or distract them to move around was very difficult. |
| The crashes. Especially crashes without a save which is a disaster. |
| I only disliked two things. The first of these is that the hacking minigame only appeared once that I could find, and felt very shoed in. There seemed to be no point to the game at all, because I felt like it never came up again. The last thing is that the game was broken and could not be beaten. This has to be fixed. |
| The noise made when running into objects. |
| I did not really enjoy the levels. |
| Nothing really stood out, though if I had to choose I would say trying to figure out the ins and outs of the mechanics. |
| As I said before, I found the difficulty to be too high for me. I enjoyed the stealth gameplay and the fact that I had to avoid the enemies, but by the time I got to the third level, there was just too much for me to progress through. No matter what I did, I was always caught, and it became tedious and frustrating. Also, there was almost no story in the game, and because of that, I did not find the PC or the objectives of the game compelling. |
| Being seen by someone - with the '!' symbol appearing - and being completely unable to move until they touch me, even if I'm close enough to cover to lose them.  Having the not-generous-enough hitboxes lead into that situation in the first place.  Trying to throw garbage in the darkness, and then finding out that it didn't end up coming out. |
| I didn't enjoy getting stuck at one of the puzzles. But that's a part of the game play. |
| The sheer difficulty of it. There was no way to tell how big the trigger area on the scientists was, and a lot of the levels felt like they were only solvable in one specific way, meaning you had to attempt and continue dying in order to actually finish a level. There's no feeling of exploration, or like you're trying to sneak. The game very much feels like you are attempting to find the specific route that the developers planned, and then attempting to execute it 110% correctly. |
| I least enjoyed movement of GARB. In my opinion I rather have a faster paced game and allowing for GARB to be able to move faster; possibly a quick sprint or something as I found that I just felt that GARB moved too slowly. |
| I'm not sure, honestly. |
| Some levels are very hard which I played many times. And sometimes when I throw a garbage, the guard will catch me immediately. |
| Navigating through the door. You can press shift to go undetected but I couldn't see which way I was facing so when the Guard came back and i tried to throw garbage at him I might be facing the wrong way. |
| I think the masking to the game map is the part that distract me a lot. I know the development team is trying to increase the difficulty or the challenges by masking most part of the map. But when both I and the guard disappeared in the dark. It just increased the feeling of uncertainty a lot. Therefore, I would like to suggest that the developers can increase the visusability of the masked part.  Moreover, the game crashed when a code error occurs. |