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| What did you enjoy the most in this game? |
| The art at the beginning was really very cute. Garb is adorable and I want to save him from this awful garbage life. The sound effects were really well handled as well, the grunts and huhs of the characters were enjoyable and not awkward to listen to. |
| Breezing through the first levels was nice. The very initial cutscene with GARB was cute. ("Outside? :D") |
| [[ 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 enjoyed the art style the most in this game. It is clear that a lot of love went into making this game, and the system and mechanics are cohesive and well put together. |
| I like the game's art, and the music is soothing, although repetitive. Sound effects maybe not that great... The idea is cool, and I like it, but I'm not sure if it's quite executed properly. |
| I enjoyed the middle cut scene. |
| the idea of the limited vision. I love it when games do something that limits the player. |
| I enjoyed the gameplay. I found it to be really engaging as there were several strategies you could use to move through the game (e. g. throwing strategic garbage, timing based on the movement of enemies). I also felt like the difficulty increased enough throughout the game that I always felt challenged but it was never too hard. |
| I enjoyed the aesthetic and the graphical interface of the game. |
| I actually like the plot the best i like the idea of a robot wishing to escape. |
| I enjoyed the gameplay, as strategizing the best moves to take when escaping the room was fun and interesting, and rewarding once solved. |
| I enjoyed the mechanic the most, the stealth without combat was refreshing and game a good feel to the experience. |
| The hack boxes! i want more! |
| I enjoyed the mechanic of the game as it reminded me of spy games i would play online. |
| I love the idea of the game, but it feels like it has been poorly implemented. Being unable to see half the map, trying to gauge where an NPC will be, I really like this concept. |
| I enjoyed the look of this game, the character and the very cool visual mechanic. |
| The game play! Although the robot moves as slow as a elder but it did not affect the game play a lot. It may explained by "Not well designed robot" 's feature. |
| I really enjoyed the plot, I thought it was very simple yet engaging and compelling, and I always wanted to get one more level in to find out what happens next. I also really liked that I have the opportunity to make mistakes and try different methods to get through the puzzles without worry of losing too much progress. |
| I enjoyed the artwork and the environments the most, as well as the creativity in the story elements. |
| I enjoyed the opening cutscene. |
| How it played with the idea of visibility and having to get an idea of where everything was. |
| I enjoyed the minigames and, initially, the stealth gameplay. Those have always been enjoyable to me, and I found them fun and intriguing. I also liked the cartoon aesthetics of the game, which definitely gave it a fun overall look and feel. |
| Successfully using trash as a distraction. Successfully finding a route that takes me through a level. Finally discovering that little crevice that's key to clearing a level without being caught. |
| I enjoyed the story the most. The character GARB is so cute and his story is adorable. |
| The movement in this game was really responsive. I never felt restricted by the amount that the keys moved the character, and the ability to rotate the character in place was very useful. |
| I enjoyed the cutscenes and the artwork the most about this game. It is very well polished and is aesthetically pleasing. |
| I liked the visuals, you could tell they were polished - or at least, there was good deal of effort involved in trying to be as polished as possible. |
| I enjoy throwing garbage to distract guards and avoiding them. |
| I liked that the game was not just navigating a floor to get to the door. I like that there were also mini puzzles like putting together the pipes and 'hacking' the boxes so you won't be detected. I also liked that you didn't die in this game you just started over. This gave your time to figure out your mistakes and improve. |
| I really enjoy the part that I used the paper ball the attract the guards or the scientist in order to avoid them. |