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| Your overall impression of the game. |
| It was a good start! This for sure feels like a game, and the puzzles are interesting and fun to figure out. I was a bit frustrated with the difficulty and pretty sad I couldn't make it to the end, but I would be more than willing to play the game again in gold release in hopes of making it all the way through and bring my robot child the happiness it deserves. |
| Really needs to smooth the difficulty curve. Could benefit from better audio implementation and clearer motivation for GARB. Some visual improvements would be nice. Overall I wanted to finish the game but it got too frustrating. GARB is cute and likeable at least. |
| Very very strong. One of the strongest titles gameplay wise. |
| I think this game was interesting and while I got a little frustrated with how I just suddenly would get detected by "night vision" researchers, it was fun to play for a bit. Felt a little repetitive though after a bit. |
| I enjoyed the game! |
| Liked it! Better than what I was expecting from a 250 game. |
| The game was really fun! The actual gameplay was great, the art at the beginning was really gorgeous, and I liked the level design. I wish the story was a bit more fleshed out and that there was more variety in music and sound effects between the levels. Good luck with Gold Release! |
| I like the idea of the game and I think it has good potential however, I think he game is too difficult and a little boring to me. |
| I liked the part of the game i played. I couldn't complete the game due to the bugs but i enjoyed the part i could play. |
| My overall impression of the game was very good. I was impressed by the artwork, framing and dialogue choices in the opening scene, the artwork for the levels, and the design of the levels. I thought it was very impressive how challenging the game was. The overall concept for the story is very interesting and unique. |
| Mechanic was well done, and could have used the mini game more. the narrative was almost nonexistent and added almost nothing to the game. It could have been a mini game in itself. |
| Pretty good, pretty fun, but felt slow because garb moved so slowly. |
| I thought it was a nice game and i liked the mechanic of it. I think that the artwork on the control panels could be worked on but however apart from that an some glitch issues I really like the game overall. |
| I think the game could be very fun. The first couple rooms got me excited about what I was about to play, and then beyond that I think the concept was poorly executed. There was so much to remember, and all at once. The game didn't introduce things slow enough, and at a gentle enough pace. The difficulty was all over the place, and I felt like I had to solve the puzzle a certain way - very disappointing considering the style of the game. |
| I enjoyed the overall style of this game as well as the visual mechanics! |
| It's really a great game. Best game play among 5 games I played. The title screen is great as well. (The rules in title screen looks awesome! It has graphic omg! Great job guys.  I like the self-controled intro, which allows me to take more time reading it.) As a player I feel that the developer would like the user know how to completely control this game instead of just throw a Beta there. The graphic and the concepts are good as well. If the gold release does not contain any bug then It will be an really awesome game. |
| Overall, I really enjoyed the game. I was constantly engaged, loved the story, and wanted to continue. I was disappointed that there wasn’t more hacking mini games, and I think if you add these, the game will be much better. I really wish I knew how the story ends though, so the ending needs to be fixed. |
| Wonderful and one of the most creative ideas I've come across in a while. I would pay money to play this. |
| The game was good but was too difficult for me. I enjoyed the art work and the cutscene. |
| A nice little puzzle game that could use some polish but is still enjoyable. |
| My overall impression is that the game shows potential, but it is far from complete. The lack of any narrative or character motivation meant that I was not interested at all as I progressed. Also, the difficulty level was far too hard in whatever level I got to. |
| Fun, good art, loved it. Simple story. Not overly ambitious, which seemed to turn out well. Little use of the hacking mechanic, and a little frustrating, but in the end completely possible to beat.  Good work, team! |
| I LOVE THE INITIAL CUT SCENE. It was a good time, a bit difficult but doable. Very cute concept, I can see it being something really big as it goes through more development. |
| The games feels very specific. It was fun, but I definitely came away from it frustrated. The constant dying, coupled with the looping music made the game difficult to want to continue playing. |
| Overall, it is a very well polished game with SFXS, music and mechanics. The game is very challenging and really makes the player think about their actions. I really enjoyed playing it and can't wait for the gold release! |
| I enjoyed the game. It was relatively well polished and one of the better games out of this line-up I enjoyed. It could be something great with a bit more effort and clean-up. |
| I would say it is a good and creative game but needs more testing and balancing for the level design and plot. |
| Overall impression was that I enjoyed the game, I liked that it had a core mechanic but also mini puzzles and secondary mechanics. The art, music, and atmosphere were all consistent to the theme of the game. Overall, a great game. |
| The overall impression of the game is good. The core mechanics is strong, even they can still have more sub mechanics since a garbage can cannot just have paper ball in it. And the collision detecting in this game too sensitive which always let me to overrun in order to avoid the walls, boxes, and tables on the map. |