					How	How	How	How	How	How difficult was it	How difficult was	How difficult was it to use each combat action							
	Which	How much experience	Did you understand		satisfying was using each combat action? -	satisfying was using each combat action? -	was using each combat action? -	was using each combat action? -	was using each combat action? -	to use each combat action effectively? (timing, positioning, etc.) -	combat action effectively?	effectively?	How difficult was it to use each combat action effectively?	How difficult was it to use each combat action effectively?	Did you understand this				
Recorded Date	controls did you use?	How much experience do you have with third- person melee combat games?	prototype's controls?	What was unclear about the controls?	action? - Attack	action? - Block	action? - Parry	action? - Dodge Roll	action? - Jump	positioning, etc.) - Attack	(timing, positioning, etc.) - Block	(timing, positioning, etc.) - Parry	(timing, positioning, etc.) - Dodge Roll	(timing, positioning, etc.) - Jump	prototype's story?	What was unclear about the story?	How could this prototype improve?	What did this prototype do well?	If there's anything else you'd like to mention, please do so here.
2021-10-14 9:10:16	6 Controller	None	Partially	I understand, but can't use the camera and movement controls	Neutral	Neutral	Somewhat dissatisfying	Somewhat	Neutral	Somewhat early	Neither easy nor	Somewhat difficult	Somewhat early	Neither easy nor	Ver				
2021-10-14 9:05:5	o dominant	A little	Partially	simultaneously Parry felt odd, sword would take a while before striking	Somewhat	Neutral	Neutral	Extremely	Neutral	Somewhat difficult	Sommabut difficult	Somewhat difficult	Evtramely every	Neither easy nor	Dartially	They didn't give me bandits Pepellands	The sword combat feels very slow and stops you completely, it feels really	It had sword that go swish	An option to click through dialogue would be great, and sensitivity
		A libe	raitally	Striking	Somewhat	iveduai	Somewhat	Somewhat	recural	Somewhat direction	Somewhat Unicut	Suriewiat diricut	Extremely easy	unicut	Partially	mey dum give me bandus reperands	disruptive to the flow of the game  Adding more responsiveness to things like blocking and parrying. It can also use a specific parry animation. It would also be nice to have a quicker to the parry animation of the parry animatio	The vision was very clear and the opening sequence set up	opion do
2021-10-14 9:10:0	1 Controller	Lots	Yes	It took me a little bit to realize that the wall that	satistying	Neutral	dissatistying	satistying	Neutral	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Extremely easy	Yes		light attack using the right bumper. Finally, combos!!	the narrative very well.	Same as above. Overall nice progress.
				came up after blocking was the parry. Also the dodge roll moves the													Fixing some of the issues with mechanics would help a lot, like the issue with the dodge roll. The intro outscene was cool, but it might help to have some way to manually advance it instead of just waiting for screens to	The intro cutscene was cool and really helped illustrate the	
2021-10-14 10:08:25	5 Controller	Lots	Partially	was the parry. Also the dodge roll moves the character backwards so it's a little hard to use.	Extremely satisfying	Extremely satisfying	Somewhat satisfying	Neutral	Neutral	Extremely easy	Extremely easy	Neither easy nor difficult	Somewhat difficult	Somewhat easy	Yes		transition.	The intro cutscene was cool and really helped illustrate the game's story. The gameplay mechanics were pretty good too with only a few issues that made things more difficult.	The environment and animations added really helped to illustrate what the game is like compared to the last prototype.
																	Some of the collisions felt a bit off. Particularly when attacking. It felt like I should have more reach than I actually did. I think the blocking had a similar issue but to a lesser extent. The controls were floaty at times.		
																	smaar issue but to a lesser extent. The controls were heavy at times. Especially when blooking and paritying, of film drywafe o'vectorreeling. This popped up a little bit with the jumping. I wouldn't go nearly as high as I thought it would. It seemed liked it daty in the air longer if I held the space bar, but I'm not sure. It's possible I missed that part on the sign. It terms of timing, it think only minor tweating is needed, mostly with the attacking an	Once I got used to the timing, the parrying was one my favorite features. It was satisfying to be able to deflect projectiles and essentially make them my own weapon. The rolling was nicely	
																	bar, but I'm not sure. It's possible I missed that part on the sign. It terms of timing, it think only minor tweaking is needed, mostly with the attacking and	done, I didn't have any issues with it. I'm excited to see how this will be used in the core game. The controls were also	
2021-10-14 9:10:04	Keyboard and 4 Mouse	Some	Yes		Neutral	Somewhat dissatisfying	Somewhat satisfying	Extremely satisfying	Somewhat dissatisfying	Neither easy nor difficult	Somewhat difficult	Somewhat difficult	Extremely easy	Somewhat easy	Yes		the parrying. Sometimes I would break the blue targets before the animation started or I'd have to wait a little longer than I expected for the parrying to work.	intuitive. There wasn't anything too complicated which helped the onboarding process. I like that fact that I can do a lot without only a few buttons.	
				I can't read. Seemed													animation stateted or re-naive to wait a little longer man i expected for the purrying to work.  Environment reacted to attacks with odd timing, attacks and movement generally felt slow and == urresponsive. Parry was quite difficult and felt more like luck when I got it right, hough I was mixing up the two triggers at the property of the proper	really organic, it was just the solid responsive feeling that felt missing. Loved the physics of the crystals breaking apart,	
2021-10-14 10:19:0	1 Controller	Lots	Partially	quite clear but I mixed up the two triggers at first.	Somewhat dissatisfying	Neutral	Somewhat	Somewhat	Somewhat satisfying	Somewhat difficult	Neither easy nor difficult	Extremely difficult	Neither easy nor difficult	Somewhat easy	Yes		that point so  Might of just been me, but I didn't read the namy instructions properly and	extended to more objects.	
2021-10-14 10:29-24	4 Controller	Lots	Yes		Somewhat satisfying	Somewhat satisfying	Extremely satisfying	Somewhat satisfying	Neutral	Extremely easy	Somewhat easy	Neither easy nor difficult	Extremely easy	Extremely easy	Yes		dight realize you had to release block to parry instead of block right before like you find in many games. I like the mechanic, maybe make the release font bigger or bolder.	The teaching of the player was great, mechanics were introduced with good pacing and honed the player's skill at each section.	
																	Hi, Gav here. Told Kyle a lot of this already. I think the prototype would benefit from communicating 'readiness' and 'completion' of actions to the		
																	player. Separate from fine-funing the speed to feel good to the player, I think satisfaction comes from the player confidently using the tools in their toolkit. I was never really confident or sure about the timing of the shield or	Pacing was nice, as was the introduction of mechanics. It might even be beneficial to make certain actions be unable to be done until you got to the right spot in the tutorial? Would	
2021-10-14 10:26:59	Keyboard and 9 Mouse	Some	Yes		Somewhat dissatisfying	Somewhat dissatisfying	Somewhat satisfying	Neutral	Somewhat dissatisfying	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Somewhat difficult	Yes		think satisfaction comes from the player confidently using the tools in their toolkit. I was never really confident or sure about the timing of the shield or jump. I would also like to see different applications of the attack combat action so that I could assess how that feels versus enemies that are not static and attack me back.	might even be beneficial to make certain actions be unable to be done until you got to the right spot in the sutorial? Would have to by and see if that feets better. Placing the crystal clusters next to the instructions was good for leading on the players.	The camera moves really fast for how slow the performed actions are (and the jump feels disproportionality fast).
2021-10-14 10:28:4	Keyboard and 1 Mouse	Some	Yes		Somewhat satisfying	Somewhat satisfying	Neutral	Somewhat satisfying	Somewhat dissatisfying	Extremely easy	Extremely easy	Somewhat difficult	Somewhat easy	Extremely easy	Yes		Increased weapon swing speed might make attacking more satisfying.  Attack parry timing is a bit strange, with the releasing before the attack hits you.	The dodge roll mechanic worked very well, as did the blocking.	
						1		, ,									A lot of my issues involve with how the game feedbacks information. In	, , ,	
																	A lot of my issues involve with how the game feedbacks information. In some cases, I didn't really understand what actions did what things. For example, the brown stick on the brown wall did damage to me, but I didn't notice that if did damage until my health was develeted flown to half All the.		
																	notice that it did damage until my health was depleted down to half. At the same time, I didn't even realized there was a health bar to begin with. I also do not like the "buffer" system in place, whether it was a design		
																	raiso on the line build system in place, whether it was a besign choice or not. In a 3D action game like this, as a player, I want to stay fast and on my toes, reacting to the environment around me. A buffer system like this challenges that goal.		
	Keyboard and					Committee		C	Committee			Maithean	Marithan					I like how the projectile reflects back when you parry it, and how it disappears when you simply block it. I think it's a great	
2021-10-14 9:28:0		Lots	Yes		Neutral	satisfying	Neutral	dissatisfying	dissatisfying	Somewhat easy	Somewhat easy	Neither easy nor difficult	difficult	Somewhat difficult	Yes		I leel that the roll animation could be crassically reduced in terms of distance. The invincibility frames does not sync up well with the animation, and it was jarky to learn the timing of when to dodge things. The attack action could be potentially improved with a lot directional input to move while attacking, or maybe allowing a dodge roll to cancel the attack. Having no way to cancel the attack or shift at all results in it feeling a bit clurity, and hard to use.	feedback mechanism for when a parry is successful or not.	I like how the crystal explodes. :)
2021-10-14 10:44:12	Keyboard and 2 Mouse	Lots	Yes		Somewhat dissatisfying	Neutral	Neutral	Somewhat satisfying	Somewhat satisfying	Somewhat difficult	Somewhat easy	Somewhat difficult	Extremely easy	Somewhat easy	Yes		attack. Having no way to cancel the attack or shift it at all results in it feeling a bit clunky, and hard to use.	Most things are pretty good, though need some polishing. That, of course, makes sense seeing as this is a playtest.	
																I wish I knew more about how I feel about the situation; I remember that your pitch described it as a reluctant hero situation but I felt excited for the opportunity for excitement. Also, I want to know more about the	4	The animations and scenery was very smooth and pleasing to	
																special gem abilities, but I know that it's early in production for that.		The aliminatoris and scenery was very sincontrain preasing to look at; most things were obvious as to what their purpose was so I was able to fly through with minimal sign-reading. The parry mechanic worked fantascially, though aiming the dodge and block properly is a little rough. I wish I could tiptoe around	
	Keyboard and				Somewhat	Somewhat	Evtramaly	Extremely	Somewhat							Additionally, this is very nitpicky, but pulling a hit out of the closet kind of implies that there's no blade attached (which may or may not actually be the case if your sword gerns make the blade appear). The idea of whacking enemies with just a hill is hilanious, but probably not	The evil log flume was not obviously an enemy, so I wasn't aware that I needed to block it. Also, the second evil log flume but spinning kills you in	and block properly is a little rough. I wish I could tiptoe around and turn while blocking to aim better, though maybe you can do that and I'm just impatient. Also, the intro is very polished	The fact that you roll backwards but forwards if you don't choose a
2021-10-14 10:43:54	4 Mouse	Lots	Yes		satisfying	dissatisfying	satisfying Somewhat	satisfying	satisfying	Somewhat easy Neither easy nor difficult	Somewhat difficult Neither easy nor difficult	Somewhat difficult Neither easy nor difficult	Extremely easy Neither easy nor	Extremely easy Neither easy nor	Partially	what you're going for.	one hit which is a pain in the ass, considering it's hard to dodge	and dramatic which sets the scene well.  mechanic are there and really easy to understand	direction is hilarious, please don't change it.
2021-10-14 10:49:0	Keyboard and	0	V		Neusin	Somewhat	Casansiyang	Somewhat satisfying	N	Somewhat easy	O	O L L DE D	0	Neither easy nor			interestination at mission are ready reacy to use increasings so be representable in the game so is really dependable of it. There was a delay after clicking and the next piece of dialogue popping up. It wasn't clear if clicking was actually doing anything. Also I don't think I found the ending of the tutorial.		
2021-10-14 10:49:01	Keyboard and	o.	res		Somewhat	ussaustyng	ivedual	Somewhat	Somewhat	Contential easy	Outlewilat easy	O	Suniewiai easy	C. A			Animation and timing seems to be at odds. Successful collision/jump time feels off	The instructions were clear, and the environment is good. Narrative intro is solid. The level design is mostly solid. The moderator had to intervene when I got stuck because I didn't get the initial "the device" instruction.	
2021-10-14 10:05:20	v wouse	outle	. 65	The parry felt weird and the movement losing all momentum made the	waterying	vena ai	recural	ursadustying	, sausrying	onewnat easy	Surremidt easy	ownewnat amoult	and a second second	Laurenery easy			Model on	gos une mittell une device misudiction.	
				momentum made the controls feel clunky. Maybe having the parry start when the block is	Samuela :		S	C	Community :			Maithean					The controls need a rework to make all the actions feel more cohesive	The walkthrough of abilities as a step by step training module	
2021-10-14 10:58:17	7 Controller	Lots	Partially	start when the block is first hit?	dissatisfying		dissatisfying	Somewhat satisfying	dissatisfying	Somewhat difficult	Extremely easy	difficult	Somewhat easy	Somewhat easy	Yes		together.	The walkthrough of abilities as a step by step training module was effective.	
																	<ul> <li>Make are stated, note alministers a bit quite and shapper. The time it took to attack was about 1-2 seconds, which is slow for melee combat. It would make sense if the weapon the player is holding is very heavy (like a claymore), but the weapon I saw is one-handed, which quite didn't make</li> </ul>		
																	sense.  The block position looks very awkward: holding the sword on the side	The story     The overall control of the controller	
	1				Somewhat	Somewhat dissatisfying			Somewhat satisfying				Neither easy nor				<ul> <li>Getting the attack range when playing was challenging. When the player is facing the target forward, it looks like the target is right up close, but whe the player strikes, the sword doesn't make contact with the target. Maybe</li> </ul>	- walking, dodging, jumping, attacking animation - button keys make sense - objective - aesthetics	
2021-10-14 10:55:52	2 Controller	Some	Yes		dissatisfying	dissatisfying	Neutral	Neutral	satisfying	Somewhat difficult	Somewhat easy	Somewhat easy	difficult	Extremely easy	Yes		would make it easier for the player to hit.  - Getling the statest camps when playing was challenging. When the player is facing the target forward, it looks like the target is right up close, but wheth player strike, the savind doesn't make contact with the target. Maybe emproving the camerac can fix it.  Being locked into a very long animation when attacking only feets good if it's a VERY big swing with a lot of payoff. Being rooted in place for a small	- aesthetics	Can't wait to see more!!
																	swing like trits leets drigood.		
					Somewhat			Somewhat		Neither easy nor	Neither easy nor	Neither easy nor	Neither easy nor	Neither easy nor			The dodge roll always going away from where the character is facing feels a little strange. Maybe because I'm used to it going in the direction the player is moving in (like Kingdom Hearts)	Pretty much everything makes sense and is clear even in this	The directions for parry says that you need to block right when you're about to be hit, which made me think it'd be a tight timing. Then I realized the grey cube is the "reflector."
2021-10-14 11:02:01	0 Controller	Some	Yes		dissatisfying	Neutral	Neutral	dissatisfying	Neutral	difficult	difficult	difficult	difficult	difficult	Yes		I think there needs to be a more obvious indicator of certain obstacles - I got stuck on the blocking obstacle for a while because I did not know that		Then I realized the grey cube is the "reflector."
2021-10-14 11:12:40	Keyboard and 0 Mouse	A little	Yes		Somewhat satisfying	Somewhat satisfying	Neutral	Somewhat satisfying	Extremely satisfying	Extremely easy	Somewhat easy	Extremely easy	Somewhat easy	Extremely easy	Yes		gos stack for the caching Costate for a write Declares it of the North William the obstacle was on a wall. I think it would be better if the "attacking" elements, such as attacking, parrying, and blocking, had an enemy to take town instead of a generic obstacle.  The camera moves helia fast on controller so that was a little weird to get.	It used the controls well! I understood how each control worked and liked how they were tested like an obstacle course.	I think the concept is solid! Keep working and it'll improve!
																	my momentum was stopped to perform the swing and then you kept	•	
																	moving afterwards. So some sort of momentum transfer or something would think enhance the smoothness of everything. Another thing was that the parrying wasn't really conveyed very well, I just kinda figured it out by seeing that a shield popped up in front of me whenever you released the slocking button.	The goal was very clear and conveyed well to the player. The directions of how to get from place to place were also pretty	
2021-10-14 11:13:28	6 Controller	Some	Yes		Somewhat satisfying	Somewhat satisfying	Extremely satisfying	Extremely satisfying	Neutral	Somewhat difficult	Neither easy nor difficult	Somewhat difficult	Extremely easy	Neither easy nor difficult	Yes		by seeing that a shield popped up in front of me whenever you released the blocking button	clear so I understood what I needed to do, I just didn't sometimes understand how to do it.	I think this is really good so far! I definitely enjoyed it!

													-I felt that the point at which the sw	ord registered a hit was inconsistent.		
													Sometimes it would work perfectly, destroyed at the backswing of the	, sometimes the gem would get		
													destroyed at the backswing of the	allack.	-At first, I thought the jump did not have enough range.	
													The camera control is not quite pro-	ecise enough for me. I feel like control	However, after using it at the end, I felt like it worked well with	
													was a little slippery. Player movem	ent also applies to this.	the circumstances presented by the game. So overall, I	
														e blocks and parries were not precise.	enjoyed that.	
															-As I mentioned before, parrying was the most satisfying thing	,
														more satisfying, however since the	in this prototype for me.	'
				Somewhat	Somewhat				Neither easy nor				player movement was not too preci	ise facing the correct direction was		I really enjoyed the aesthetic, especially for the intro cutscene. The
2021-10-14 11:13:00 Controller Lots	Yes	Neutral	Neutral	satisfying	satisfying	Neutral	Somewhat difficult	Somewhat difficult	difficult	Somewhat easy	Somewhat easy	Yes	difficult.		-Dodging also worked quite well.	art style for the tutorial was enjoyable.
														a bit like a game pitch in some spots.		
													Maybe a rewrite to trim some of the	a bit like a game pitch in some spots.  e bits that just seems like a clinical		
													analysis of what the game is. Make	it seem a bit more diegetic!		
														=		
														nent is very fast compared to all of the	I loved the intro story. Very aesthetic and interesting to me.	
Keyboard and 2021-10-14 11:22:55 Mouse Some	×	Somewhat dissatisfyin	Somewhat dissatisfying	Somewhat satisfying	Mandad	Neutral	Somewhat difficult	Somewhat difficult	Somewhat difficult	Somewhat difficult	Neither easy nor difficult	V	actions that the player can take. If	ney feel way too clunky, and a lot of the	I also loved breaking the game. I love breaking games :)	
2021-10-14 11:22:00 110:000	103	dissessiyii	g (daamaaryang	autorying	- Income	reconu	Comewhat dimedi	DOTTO WITHE CHILCUIT	CONTRACT CHIRCUIT	DOTTE WITH GITTEGET	umour	103		ty, and there is strange timings on a lot of		
													the inputs. For example, when you	press right trigger there is like half a		
														e attack actually hitting. Usually you want		
													very short windup animations on the responsive (only like 2-3 frames if	ings like attacks so that they feel		
													responsive (only like 2-3 trames it is	feels* really good, rather than one that		
													looks realistic.	rees reasy good, ruster trial one trial		
													Given the close quarters nature of	the current map, the camera clips into	The intro cinematic was pretty nice, and the controls were	Definitely spend some time tweaking things like timings to get your
														nt a system to prevent the camera from sort of shader that will make occluding		player controller feeling really good. I would focus at least one or
2021-10-14 11:25:19 Controller Some	Yes	Neutral	Neutral	Neutral	dissatisfying	dissatisfying	Somewhat easy	Neither easy nor difficult	Neither easy nor difficult	Somewhat easy	Somewhat difficult	Yes	objects translucent.	sort or snader that will make occluding	good so far, but just needs some tweaks and improvements to really feel right.	two playtests on getting that right, since that is what games like this are build on top of.
		Somewhat			Somewhat	Extremely							The attack animation and the attack	k trigger were not in sync.	The environment was assembled well enough.	You might want to allow player to skip the narrative dialogues line
2021-10-14 11:27:08 Controller Lots	Yes	dissatisfyin	g Neutral	Neutral	satisfying	satisfying	Somewhat easy	Somewhat difficult	Somewhat difficult	Extremely easy	Extremely easy	Yes	The parry movement was confusin	g at first.	The jump and dodge roll movements were placed finely.	by line, in the future.
													Better animations, more satisfying	physical interaction (player responding into objects while rolling/jumping),		
															Aesthetic of 2D art and the menu screen is superb, destroying	
													do a little more to be unique and m	atch the tone of the story, some sort of	the crystal things is REALLY satisfying, manual camera control	ol .
		Somewhat	Somewhat		Somewhat	Somewhat					Neither easy nor		automatic camera movement, fixin	g the strange movement during jump ->	is smooth, story hook works very well, sword healthbar is cute	
2021-10-14 11:15:25 Controller Lots Keyboard and	Yes	satisfying Somewhat	dissatisfying	Neutral	satisfying Extremely	satisfying Extremely	Extremely easy	Somewhat easy	Somewhat difficult	Extremely easy	difficult	Yes	dash		(it'd be excellent if that was story relevant as well)  Dodging was the most fun mechanic for me. It felt smooth and	
2021-10-14 11:36:46 Mouse Some	Yes	satisfying	Neutral	satisfying	satisfying	satisfying	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Extremely easy	Yes	using but it did not feel heavy visua	that is meant to be for the sword I was	Lodging was the most run mechanic for me. It left smooth and snappy	Game was fun!
		Somewhat	Somewhat	Extremely	Somewhat	Somewhat									Narrative was strong. I do love being a parry god. Mentor was	1
													input buffering can cause unexpec	ted behavior. Would love to see a fast		
2021-10-14 11:36:45 Controller Lots	Yes	satisfying	satisfying	satisfying	satisfying	satisfying	Somewhat easy	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Yes	attack as well.		a nerd but thats fine. Art style was pleasing to look at.	I wanted to parry the giant spinning log.
2021-10-14 11:36:45 Controller Lots	Yes		satisfying	satisfying	satisfying	satisfying	Somewhat easy	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Yes	attack as well.  Some camera culling can improve	the experience i.e when camera goes	a nerd but thats fine. Art style was pleasing to look at.	I wanted to parry the giant spinning log.
2021-10-14 11:38:45 Controller Lots	Yes		satisfying	satisfying	satisfying	satisfying	Somewhat easy	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Yes	attack as well.  Some camera culling can improve behind any object, that object shou.  Sword awing speed can be improv	the experience i.e when camera goes ald become transparent. ed.	a nerd but thats line. Art style was pleasing to look at.	I wanted to parry the giant spinning log.
2021-10-14 11:38:45 Controller Lots	Yes		satisfying	satisfying	satisfying	satisfying	Somewhat easy	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Yes	attack as well.  Some camera culling can improve behind any object, that object shou Sword awing speed can be improve Overall, all aspects should have so.	the experience i.e when camera goes ald become transparent.	a nerd but thats fine. Art style was pleasing to look at.	I wanted to parry the giant spinning log.
2021-10-14 11:38:45   Controller   Lots	Yes		satisfying	satisfying	satisfying	satisfying	Somewhat easy	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Yes	attack as well.  Some camera culing can improve behind any object, that object shou. Sword swing speed can be improve Overall, all aspects should have so make it make the cashing.	the experience i.e when camera goes ald become transparent. ed. ome kind of feedback mechanism, to	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.	I wanted to pany the giant spinning log.
	Yes	satisfying	satisfying	satisfying		satisfying	Somewhat easy	·	Extremely easy	Somewhat easy	Somewhat easy	Yes	attick as well.  Some camera culling can improve behind any object, that clopied shade, and control and shade and the support of the control and specific can be improved any object and be improved and the control and the c	the experience i.e when camera goes itd become transparent. ed. one kind of feedback mechanism, to a little jerky at times.	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.  Attack, roll animation is good.	I wanted to parry the glant spinning log.
2021-10-14 11:36:45   Controller   Lots   Lo	Yes		satisfying  Neutral	satisfying	satisfying  Somewhat satisfying	satisfying  Neutral	Somewhat easy Somewhat easy	Somewhat easy  Neither easy nor difficult	Extremely easy  Somewhat easy		Somewhat easy  Extremely easy	Yes	altack as well.  Some camera culling can improve behind any object, that object data object and to several consistency of the c	the experience i.e when camera goes aid become transparent. ed. when the second second second one kind of feedback mechanism, to a little jerky at times. s attack "wasn't much clear. some improvement.	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.  Attack, roll animation is good. In general UI is informative and clear in viewing.	I wanted to pamy the giant spinning log.  Some game audio can enhance the experience much more.
Kevboard and	Yes	satisfying Somewhat		satisfying Neutral	Somewhat		,	Neither easy nor				Yes Yes	altack as well.  Some camera culling can improve behind any object, but object show the behind any object, but object show the behind any object, but object show the company of the company of the company of the company of the company object, and as peech should have see make if more satisfying.  Characters movement also seems faster instruction to 'block desertion' object, deserting the instruction to 'block deserting the time it.'  If with that decreasing the time it.'	the experience i.e when camera goes id become transparent. ed. one kind of feedback mechanism, to a little jerky at times. a statack "wasn't much clear. some improvement. ixkes to attack and block. It doesn't feel	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.  Attack, roll animation is good. In general UI is informative and clear in viewing.	I wanted to parry the glant spinning log.
Keyboard and	Yes	satisfying Somewhat		satisfying Neutral	Somewhat		,	Neither easy nor				Yes Yes	altack as well.  Some camera culling can improve behind any object, that object data object and to several consistency of the c	the experience i.e when camera goes id become transparent. ed. one kind of feedback mechanism, to a little jerky at times. a statack "wasn't much clear. some improvement. ixkes to attack and block. It doesn't feel	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.  Attack, roll animation is good. In general UI is informative and clear in viewing.	I wanted to parry the glant spinning log.
Kevboard and	Yes Yes	satisfying Somewhat		satisfying	Somewhat		,	Neither easy nor				Yes Yes	altack as well.  Some camera culling can improve behind any object, that object show to be shown a simple control of the contr	the experience i.e when camera goes id become transparent. ed. ed. one kind of feedback mechanism, to a little jerkly at times. a stated," want much clear. some kind of the comment of th	a nerd but thats fine. Art style was pleasing to look at.  Character movement is developing good.  Attack, roll animation is good. In general UI is informative and clear in viewing.	I wanted to parry the glant spinning log.
Kevboard and	Yes Yes	satisfying Somewhat		satisfying	Somewhat		,	Neither easy nor				Yes Yes	altack as well.  Some camera culling can improve behind any object, that object show to be shown a simple control of the contr	the experience i.e when camera goes id become transparent. ed. one kind of feedback mechanism, to a little jerky at times. a statack "wasn't much clear. some improvement. ixkes to attack and block. It doesn't feel	a need but flash fires. An style was pleasing to book at  Character movement is developing good. Allash, risk advantable special process  Allash, risk advantable special  persented bit is information to good.  In genered bit is information and clear in viewing.  Purple Diamond breaking "physicial" smiddlinks is satisfying.	I wanted to parry the glant opinning log.  Some gatte audio can enhance the experience much more.
Kevboard and	Yes Ves	satisfying Somewhat		satisfying	Somewhat		,	Neither easy nor				Yes	altack as well.  Some camera calling can improve behind any object, but object when the provided in the control of the camera calling can improve behind any object, but object where so the call as appects should have so make if more satisfying. Characters movement also seems faster instruction to 'Duck' develor of the call of th	the experience i.e when camera goes did become bransparent. did become bransparent. did me kind of feedback mechanism, to a sittle jeldy at times. a lattoot "assert much clear, sittle jeldy at times. did blook it doesn't feel how to fight. doesn't feel how to fight.	a need but finate fine. Ant style was pleasing to book at.  Character movement is developing good.  Altack, roll animation is good.  Altack, roll animation is good.  Beginned to the state of the review;  Purple Damond beauting "physics" simulation is satisfying.  The assistedic and the story in the beginning is very engaging.	I wanted to parry the glant opinning log.  Some gatte audio can enhance the experience much more.
Kevboard and	Yes Yes	satisfying Somewhat		satisfying	Somewhat		,	Neither easy nor				Yes	altack as well. cauting can improve Some camera cuting can improve Some camera cuting can improve Some six camera cuting can be prove Overal, all aspects that only are made in more autistying.  Market in the cast of the camera camera Earlier instruction in Tokoc devices I mark that decreasing pie time it to like I had a market with tagiff are Cathright to different with tagiff are Cathright to different between the understand them more.  I didn't clock to see if others were I didn't clock to see if others were	the experience i.e when camera goes did become bransparent. de me lind of feedback mechanism, to a life jefry at times, a life jefry at times, a life jefry at times, a lattack' awart'i much clear, some improvement, kies to lattack and block. It doesn't feel how to light. clocking and parrying would help me uptions, but if not being able to decrease	a need but flasts fires. An style was pleasing to book at  Chazarder movement is developing good.  Allack, red alemention is good.  In general U is informative and clear in viewing.  Purple Damond breaking "physics" simulation is satisfying.  The assistict and the story in the beginning is very engaging.	I wanted to parry the glant opinning log.  Some gatte audio can enhance the experience much more.
Kevboard and	Yes Yes	satisfying Somewhat		Neutral Somewhat	Somewhat satisfying		,	Neither easy nor				Yes	datack as well. Coulding can improve Some carriers and coulding can improve Some carriers and could be to the Sound storing proper can be improve Overal, all appects should have se Could storing to the could be a seen of Could could be a seen of Large and Dodge animation togeth the limit of the could be a seen of the limit of the could be a seen of the limit of the could be a seen of the limit of the could be a seen of could could be a seen of the could be understand them more.  Lighth closely for any fifteen one to the could be a seen of the county to the could be a seen of the county to the county of the	the experience i.e when camera goes de Secone bransparent.  Meet a service of the secone of the seco	a need but flasts fires. An style was pleasing to book at  Chazarder movement is developing good.  Allack, red alemention is good.  In general U is informative and clear in viewing.  Purple Damond breaking "physics" simulation is satisfying.  The assistict and the story in the beginning is very engaging.	I wanted to parry the glant opinning log.  Some game audio can enhance the experience much more.
Kevboard and	Yes Yes Yes	satisfying Somewhat satisfying	Neutral Somewhat		Somewhat satisfying	Neutral	,	Neither easy nor				Yes Yes	altack as well. calling an improve Some carriers and supplied to the service of the carriers and supplied to the service of the carriers and supplied to the carr	The experience I is when camera goes die become haraparent. ed.  ed.  ed.  ed.  in little left of the died of the little left of the little left of the little left of litt	a need but finate free. An style was pleasing to book at.  Character movement is developing good.  Altack, rich airmation is good.  In general Us in brinninghous and clear in viewing.  Purple Dismons breaking "physion" simulation is satisfying.  The aesthetic and the story in the beginning is very engaging.  The aesthetic carries through with the old feel of the village.	I wanted to parry the glant opinning log.  Some game audio can enhance the experience much more.
2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-42-41 Controller Some	Yes Yes	satisfying  Somewhat satisfying	Neutral	Somewhat	Somewhat satisfying  Extremely satisfying Somewhat	Neutral Somewhat satisfyma Somewhat	Somewhat easy  Extremely easy	Neither easy nor difficult		Extremely easy	Extremely easy  Extremely easy	Yes Yes	datack as well. Coulding an inspora behind any object, that object days for behind any object, that object days for behind any object, that object days for control at speces should be a special and the service of the special and the special and the Characters movement also seems Earlier instruction to 'blook detect' First's that decreasing the time it to like in that a master who becausing the time it to like in that a master who becausing the Clarifying the difference between to understand them more.  I didn't check to see if there were took enterthyly would make playing player movement. I tell that a product Ownell it was a good engreent. I tell that a result Ownell it was a good engreen.	The experience i.e when camera goes detected and common transparent. et al.	a need but finate from Ant style was pleasing to book at.  Character movement is developing good.  Allack, rich advantable spood.  In general Us in brinningh and clear in viewing.  Purple Discovers breaking "physics" simulation is satisfying.  The aesthetic and the story in the beginning is very engaging.  The aesthetic carries through with the old left of the village busines. Noting seems anachronistic. The dodge roll and the purple feet well your left feet and your left rest when the story in the rest of the proposed properties are shown to the properties and your left rest you grow please anachronistic. The dodge roll and the purple feet well your left rest you got the properties with your left rest you got the properties and you will be proposed to the properties and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and the purple feet well your left and you will be propertied and you	I wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.
2021-10-14 11-35-43 Notice Some 2021-10-14 11-35-43 Controller Some	Ves Ves Ves Ves Ves	satisfying  Somewhat satisfying	Neutral Somewhat salisfying	Somewhat dissatisfying	Somewhat satisfying  Extremely satisfying	Neutral Somewhat satisfying	Somewhat easy	Neither easy nor difficult		Extremely easy	Extremely easy	Yes Yes Yes	altack as well. calling an improve Some carriers and supplied to the service of the carriers and supplied to the service of the carriers and supplied to the carr	The experience I is when camera goes die become haraparent. ed.  ed.  ed.  ed.  in little left of the died of the little left of the little left of the little left of litt	a need but thate fire. Art style was pleasing to book at.  Character movement is developing good.  Aleack, not animation is good.  The aleack of the story in the beginning is very engaging.  The aleacking carries through with the old feed of the village.  The aleacking carries through with the old feed of the village.	I wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.
2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-42-41 Controller Some	Yes Yes Yes Yes	satisfying  Somewhat satisfying	Neutral Somewhat salisfying	Somewhat dissatisfying	Somewhat satisfying  Extremely satisfying Somewhat	Neutral Somewhat satisfyma Somewhat	Somewhat easy  Extremely easy	Neither easy nor difficult		Extremely easy	Extremely easy  Extremely easy	Yes Yes Yes	altack as well. Conting an improve Some camera collising collising collisions Some camera collisions Some camera collisions Some camera collisions Some collisions Earlier instruction to "blood device" in Jump and Dobge animation needs the International collisions Internations International collisions International Collision	the appricious I e when camera goes de forceme transparent. et . et	a need but flaste free. An style-was pleasing to book at  Character movement is developing good. Allake, for all amendment of the character movement is developing good. Allake, for all amendments and clear in viewing. Perglar Diamond breating hybraich' amulation is satisfying.  The assistation careful for the story in the beginning is very engaging.  The assistation careful frough with the old fact of the village- shadow. Nothing seems amachinosistic. The dodge roll and the unproper less raising compress anachronistic. The dodge roll and the action of the compression of the machanics.	I wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.
2021-10-14 11:35-45 Motore Some  2021-10-14 11:42-41 Controller Some  2021-10-14 11:42-41 Motore Some  2021-10-14 11:55-11 Motore Some  2021-10-14 11:55-11 Motore Some	Ves  Ves  Ves	satisfying  Somewhat satisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat satisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat satisfying Extremely g satisfying Somewhat g satisfying	Neutral Somewhat satisfyma Somewhat	Somewhat easy  Extremely easy	Neither easy nor difficult		Extremely easy	Extremely easy  Extremely easy	Yes Yes Yes Yes	altack as well. carrier and improve Some camera carrier and improve Some camera carrier and improve Some development on the improve Overal, all aspects that only are some some camera camera camera make it more satisfying.  More than the camera camera camera camera Earlier instruction to Totack devices I this body an immitted on the Totack devices I this body an immitted on the Totack devices I this bid an immitted on the Totack devices I this bid an immitted on the Totack devices I this bid is made the totack of th	The apperiosal is when camera goes de forcer brangered. et de forcer brangered de	a need but flasts fires. An style was pleasing to book at  Chazarder movement is developing good.  Allack, oil aimmation is good.  In general Us is informative and clear in viewing.  Purple Diamond breaking: "physics" simulation is satisfying.  The aesthetic and the story in the beginning is very engaging.  The aesthetic carries through with be old field of the Village- book of the control of the machine in control of the machine in control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in the control of the control of the machine in the control of the c	It wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.  Keep up the good work!
2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-42-41 Controller Some	Yes Yes Yes Yes	satisfying  Somewhat satisfying  Somewhat satisfying  Extremely satisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying	Somewhat satisfying Extremely g satisfying Somewhat g satisfying	Neutral  Somewhat salishying salishying salishying	Somewhat easy  Extremely easy  Extremely easy  Mether easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult	Somewhat easy  Somewhat difficult  Extremely difficult	Extremely easy	Extremely easy  Extremely easy	Yes Yes Yes Yes	altack as well. carrier and improve Some camera carrier and improve Some camera carrier and improve Some development on the improve Overal, all aspects that only are some some camera camera camera make it more satisfying.  More than the camera camera camera camera Earlier instruction to Totack devices I this body an immitted on the Totack devices I this body an immitted on the Totack devices I this bid an immitted on the Totack devices I this bid an immitted on the Totack devices I this bid is made the totack of th	The apperiosal is when camera goes de forcer brangered. et de forcer brangered de	a need but finate free. An style was pleasing to look at.  Character movement is developing good.  Allack, not aimmation is good.  In general Us in brinnish and close in Vessing.  Purple Diamond breaking "Displace" simulation is satisfying.  The aesthetic carries through with the old feet of the village storial. Nothing seems anactionate. The dodge roll and the surple for maily good.  8 introduced and offer machanics.  8 introduced and offer machanics.	I wanted to parry the glant opinning log.  Some game audio can enhance the experience much more.  Keep up the good work!
2021-10-14 11-36-43 Mouse Some  2021-10-14 11-36-43 Mouse Some  2021-10-14 11-32-41 Controller Some  2021-10-14 11-52-19 Mouse Some  2021-10-14 11-52-19 Mouse Some	Ves Ves Ves Ves Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat satisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat salisfying  Extremely g salisfying  Somewhat g salisfying	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor	Neither easy nor difficult  Somewhat easy Neither easy nor difficult		Extremely easy  Extremely easy  Somewhat easy	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult	Yes Yes Yes Yes	altack as well. Calling dan interover. Some carriers culting dan interover. Some carriers culting dan interover. Some street paped can be improved. Overall, all aspects should have so make if more satisfying. Causariers movements and some control of the control	The apparence is even camera grea- ded become temperature, etc. etc. etc. etc. etc. etc. etc. etc.	a need but finate from Ant style was pleasing to look at.  Obstancier movement is developing good.  Allock, not aimmation is good.  In general Us in binness and clear in Vessing.  Purple Thermonal breaking "Displaced annulation is satisfying.  The aesthetic carries through with the old field of the village satisfies. Marking seems annulations. The double reliable satisfies the property of the pr	It wanted to parry the glant opinning log.  Some game audio can enhance the experience much more.  Keep up the good world.
2021-10-14 11:35-45 Motore Some  2021-10-14 11:42-41 Controller Some  2021-10-14 11:42-41 Motore Some  2021-10-14 11:55-11 Motore Some  2021-10-14 11:55-11 Motore Some	Yes  Ves  Ves  Ves  Ves  Ves	satisfying  Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying	Somewhat salisfying  Extremely g salisfying  Somewhat g salisfying	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Mether easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult	Somewhat easy  Somewhat difficult  Extremely difficult	Extremely easy  Extremely easy	Extremely easy  Extremely easy  Somewhat easy	Yes Yes Yes Yes No	altack as well. Calling dan interover. Some carriers culting dan interover. Some carriers culting dan interover. Some street paped can be improved. Overall, all aspects should have so make if more satisfying. Causariers movements and some control of the control	The apperiosal is when camera goes de forcer brangered. et de forcer brangered de	a need but flasts fires. An style was pleasing to book at  Chazarder movement is developing good.  Allack, oil aimmation is good.  In general Us is informative and clear in viewing.  Purple Diamond breaking: "physics" simulation is satisfying.  The aesthetic and the story in the beginning is very engaging.  The aesthetic carries through with be old field of the Village- book of the control of the machine in control of the machine in control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in control of the machine in control place of the control of the machine in control place of the control of the machine in control place of the control of the machine in the control of the control of the machine in the control of the c	It wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Keep up the good world.  Gent work so far Let me spam through the lend at the beginning. (1) allow players to self the block animation guidane.
2021-10-14 11-36-43 Mouse Some  2021-10-14 11-36-43 Mouse Some  2021-10-14 11-32-41 Controller Some  2021-10-14 11-52-19 Mouse Some  2021-10-14 11-52-19 Mouse Some	Yes Yes Yes Yes Yes Yes	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat salisfying  Extremely g salisfying  Somewhat g salisfying	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes Yes Yes Yes No	altack as well. Calling dan interover. Some carriers culting dan interover. Some carriers culting dan interover. Some street paped can be improved. Overall, all aspects should have so make if more satisfying. Causariers movements and some control of the control	The apparence is even camera grea- ded become temperature, etc. etc. etc. etc. etc. etc. etc. etc.	a need but finate from Ant style was pleasing to look at.  Obstancier movement is developing good.  Allock, not aimmation is good.  In general Us in binness and clear in Vessing.  Purple Thermonal breaking "Displaced annulation is satisfying.  The aesthetic carries through with the old field of the village satisfies. Marking seems annulations. The double reliable satisfies the property of the pr	It wanted to parry the glant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Neep up the good world  Great work so far Let me apon through the text at the beginning of those parts on the local mention guidar.
2021-10-14 11-36-43 Mouse Some  2021-10-14 11-36-43 Mouse Some  2021-10-14 11-32-41 Controller Some  2021-10-14 11-52-19 Mouse Some  2021-10-14 11-52-19 Mouse Some	Ves  Ves  Ves  Ves  Ves  Ves  Ves  Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat salisfying  Extremely g salisfying  Somewhat g salisfying	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Mether easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult	Somewhat easy  Somewhat difficult  Extremely difficult	Extremely easy  Extremely easy  Somewhat easy	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult	Yes Yes Yes No	allack as well. Calling dan improve Some carriers coulting dan improve Some carriers coulting dan improve Some street of the carriers of the c	The apparence is even camera grea- ded become temperature, etc. etc. etc. etc. etc. etc. etc. etc.	a need but thate fire. An sayle was pleasing to book at.  Character movement is developing good.  Allack, et all amendion is good.  In general U is informative and clear in viewing.  Purple Damond breaking 'physico' simulation is satisfying.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the bod feel of the village.  The assibidic carries through with the old feel of the village to both the story of the story	It wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Keep up the good world.  Gent work so far Let me spam through the lend at the beginning. (1) allow players to self the block animation guidane.
2021-10-14 11:35-43 Mouse Some  2021-10-14 11:42-41 Controller 2021-10-14 11:42-41 Controller 2021-10-14 11:55-17 Mouse 2021-10-14 12:07-20 Controller 2021-10-14 12:07-20 Controller Lots	Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat satisfying  Extremely g satisfying Somewhat g satisfying I somewhat	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes Yes Ves	datack as well. Coulding can inspore Same amount of the country of	The apparency is even current gree del decreme transparency and the control and end of the deback mechanism, to a little piley at times, as lattle "want" humoric clear. See a lattle "want" humoric clear. Here to addiss and block. It doesn't feel blocking and parrying would help me griston, but find being alle to document griston, but find being alle to document griston, but find being alle to discussed griston, and any any and any and griston, but find being alle to discussed griston, but find being alle to discussed properties of the seed of the find being alle to discuss and the seed of the find being all the seed and the seed of the find being all the seed properties and the find and the find all the seed and the find the find	a need but thate fire. An sayle was pleasing to book at.  Character movement is developing good.  Allack, et all amendion is good.  In general U is informative and clear in viewing.  Purple Damond breaking 'physico' simulation is satisfying.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the bod feel of the village.  The assibidic carries through with the old feel of the village to both the story of the story	I wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Josep up the good world  Onest work so far. Let me spann through the text of the beginning. If you globe players to self the block arimation quicker.  Some game to self the block arimation quicker.
2021-10-14 11:35-43 Mouse Some  2021-10-14 11:42-41 Controller 2021-10-14 11:42-41 Controller 2021-10-14 11:55-17 Mouse 2021-10-14 12:07-20 Controller 2021-10-14 12:07-20 Controller Lots	Ves  Ves  Ves  Ves  Ves  Ves  Ves  Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat satisfying  Extremely g satisfying Somewhat g satisfying I somewhat	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes Yes No Yes	altack as well. Carloy and improve Some carriers cauling can improve Some carriers cauling can improve Some development can be improve Overal, all aspects that only any Committee of the carriers can be a seen of the carriers can be finere satisfying.  More than the carriers can be a seen of the carriers can Earlier instruction to Total devices  finely that decreasing per time it to  that had a master with tagiff are Cattlering the difference between the  Cattlering the difference between the  understand them more.  I didn't clack to see if other were  took exembility would make playing  player movement. Het between the  cook exembility would make playing  player movement. See that we were  took exembility condemnate playing  player movement. See that the  cook opening is all salagies in  those to  the carriers can be a carrier of  the carriers can be a carrier of  the carriers of  the  the carriers of  the  the carriers of  the  the carriers of  the  the  the  the  the  the  the  the	the apperiosal is when camera goes de factore haraparent. et	a need but thate fire. An sayle was pleasing to book at.  Character movement is developing good.  Allack, et all amendion is good.  In general U is informative and clear in viewing.  Purple Damond breaking 'physico' simulation is satisfying.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the beginning is very engaging.  The assibidic and the story in the bod feel of the village.  The assibidic carries through with the old feel of the village to both the story of the story	I wanted to parry the glant spinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Josep up the good world  Onest work so far. Let me spann through the text of the beginning. If you globe players to self the block arimation quicker.  Some game to self the block arimation quicker.
2021-10-14 11:35-43 Mouse Some  2021-10-14 11:42-41 Controller 2021-10-14 11:42-41 Controller 2021-10-14 11:55-17 Mouse 2021-10-14 12:07-20 Controller 2021-10-14 12:07-20 Controller Lots	Yes	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat satisfying  Extremely g satisfying Somewhat g satisfying I somewhat	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes Yes Yes Ves	altack as well. Country and Improve Some camers couling an Improve Some camers couling an Improve Some camers couling an Improve Some and the Country of the Country Overal, all aspects that one interview or Overal, all aspects that one interview or Country of the Country of the Country Country of the Country of the Country Country of the Country of the Country Improved Dobgs animation resets the Improved Dobgs animation resets the Improved Dobgs animation resets the Country of the Country of the Country the Country of the Country that Improved Dobgs animation resets the Country of the Country of the Country that Improved Dobgs animation resets the Country of the Country of the Country to the Country that Improved Dobgs animation resets to Country of the Country that Improved Dobgs animation resets to Country of the Country of the Country to Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets the Country of the Country that Improved Dobgs animation resets that Improved Dobgs	the apparieux is either camera goes die become transparent, etc. etc. etc. etc. etc. etc. etc. etc.	a need but flaste free. An style was pleasing to book at.  Character movement is developing good.  Allack, rich advantable in good.  In general Us in information agood.  The present of the information and clear in viewing.  Purple Diamond breaking hybracks' amulation is satisfying.  The assistedic carries through with the old field of the village busines. Nothing seems amachronistic. The dodge roll and the jump feet really good.  It is throughout all off the machanics of the present in satisfying the present in satisfying the present in satisfying the present in the control of the present in satisfying and entire present in satisfying the satisfying the satisfying the present in satisfying the satisf	I wanted to parry the glant opinning log.  Some game audio can enhance the esperience much more.  Keep up the good work!  Great work on far Led me spam through the text at the beginning of the party plane to set the block animation quiete.  Those that in a later build there will be some sound effects ted to food of the control of the party plane.
2021-10-14 11:35-43 Mouse Some  2021-10-14 11:42-41 Controller 2021-10-14 11:42-41 Controller 2021-10-14 11:55-17 Mouse 2021-10-14 12:07-20 Controller 2021-10-14 12:07-20 Controller Lots	Ves  Ves  Yes  Yes  Yes  Yes  Yes	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat addisatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Somewhat	Somewhat satisfying  Extremely g satisfying Somewhat g satisfying I somewhat	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes Yes No	altack as well. Carloy and Improve Some carriers carloy gain Improve Some carriers carloy gain Improve Sound swing speed can be improve Overal, all appects should be improve Overal, all appects should be improve improved the speed of the improvement of the imp	The apparison is when camera goes de forcere branquent. et . et	a need but thate fires. An style was pleasing to book at.  Character movement is developing good.  Allack, rid almanution is good.  In general Us is inforwable and clear in viewing.  Purple Diamond breating "physics" simulation is satisfying.  The aesthetic carries through with the cid fixed of the village manual control.  The aesthetic carries through with the cid fixed of the village manual control.  The strong of the manual control is the display roll and the unity fixed really good.  It introduced all of the manual control is the cid fixed of the village control is almanual control.  The but city of the manual control is the cid fixed of the village control is almanual control in the control is control in the control in the control in the control is control in the control in the control is control in the control in the control in the control is control in the control in the control in the control is control in the control is control in the control	I wanted to parry the glant opinning log.  Some game audio can enhance the esperience much more.  Keep up the good work!  Great work on far Led me spam through the text at the beginning of the party plane to set the block animation quiete.  Those that in a later build there will be some sound effects ted to food of the control of the party plane.
2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-47 Mouse Some  2021-10-14 11-35-17 Mouse Some  2021-10-14 12-37-23 Controller Lots  2021-10-14 12-37-23 Controller Lots  2021-10-14 12-35-4	Yes	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat satisfying  Extremely g satisfying Somewhat g satisfying I somewhat	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Cutremoly easy Extremoly easy Extremoly easy Extremoly easy Another easy not defined. Notifier easy not defined. Notifier easy not defined.	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat difficult  Somewhat difficult  Somewhat difficult  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Extremely difficult  Somewhat difficult	Yes	altack as well. Coulding can improve Some carriers and support of the country of	the apparieux is when camera goes did become transparent.  ed.  ed.  ed.  ed.  ed.  ed.  ed.  ed	a need but finate free. An style was pleasing to book at.  Character movement is developing good.  Altabs, rich all animation is good.  In general U is information agood.  The assimblio and the story in the beginning is very engaging.  The assimblio and the story in the beginning is very engaging.  The assimblio cardies through with the old feel of the village below.  The butteral level in general is also do steely well. Teaching upon their many good.  It introduced all of the machanics. The dodge roll and the jump feel many good.  The butteral level in general is taid out ready well. Teaching us confidence in the control for machanic confidence in the control of the machanic confidence in the control for machanic confidence in the control of the the contr	It wanted to parry the grant opinning log.  Some gathe audio can enhance the experience much more.  Keep up the good world.  Great work so fair Let me spain through the text of the beginning, ") often players to exit the block winnington quicker and effects seed to the animations currently they feel like they lack impact with the back of sound.
2021-10-14 11:36-4) Mouse Some  2021-10-14 11:36-4) Mouse Some  2021-10-14 11:42-4 Controller Some  2021-10-14 11:56-17 Mouse Some  2021-10-14 12:07-23 Controller Lob  2021-10-14 12:07-24 Controller Lob  2021-10-14 12:06-40 Controller Lob  2021-10-14 12:06-40 Controller Lob  Kenhoard and	Ves Ves Ves Ves Ves Ves Ves Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat Latisfying  Extremely  Extremely  Reutral  Neutral  Neutral  Extremely	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Extremely easy  Extremely easy  Neither easy nor difficult	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Ceremely difficult  Somewhat difficult  Notifier easy nor difficult  Notifier easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Extremely casy  Extremely casy  Somewhat casy  Somewhat diffical  Somewhat diffical  Somewhat casy our  difficult	Yes Yes Yes No	datack as well. College an Improve Same are controlled to the college and Improve Same are about the subject and the improve Same are about the subject and the improve Owers! at supports should have as college College and the improve Owers! at supports should have as college College and the improve College and the improvement also assems Earlier instruction to "Noted device) I show hat direct earlier the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the all manufacture and the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like in the limit is to the limit is to like the limit is to the limit is to like the limit is the limit is to like the limit is the limit is the limit is to like the limit is the limit is the limit is the like the limit is the lim	the apparieux is when camera goes did become transparent.  ed.  ed.  ed.  ed.  ed.  ed.  ed.  ed	a need but finate free. An style was pleasing to look at.  Character movement is developing good.  Altack, rich almost pood.  In greated Us in information is good.  In greated Us in information as good.  The aesthetic and the story in the beginning is very engaging.  The aesthetic carries through with the old lefe of the village busines. Nothing seems anachronistic. The dodge roll and be avery feel really good.  It is throughout and of the machanics. The dodge roll and be avery feel really good.  It is through the properties liaid and straight yell. Teaching each mechanic individually and testing it multiple times builds good office the left of the control of the straight good of the properties of the control of the straight good of the properties of the control of the straight good of the properties of the control of the straight good of the properties of the control of the straight good of the properties of the control of the straight good of the properties of the control of the straight good of the straight glocking has a quick and a good speed and semantially regular blocking has a quick and good of the straight good of the properties of the straight good of the straight good of the properties of the straight good of the str	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some
2021-10-14 11-36-40 Mouse Some  2021-10-14 11-36-40 Mouse Some  2021-10-14 11-36-17 Mouse Some  2021-10-14 11-36-37 Controller Lots  2021-10-14 11-36-37 Cont	Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat Latisfying  Extremely  Extremely  Reutral  Neutral  Neutral  Extremely	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Cutremoly easy Extremoly easy Extremoly easy Extremoly easy Another easy not defined. Notifier easy not defined. Notifier easy not defined.	Neither easy nor difficult  Somewhat easy Neither easy nor difficult  Neither easy nor difficult  Neither easy nor difficult	Somewhat easy  Somewhat difficult  Ceremely difficult  Somewhat difficult  Notifier easy nor difficult  Notifier easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult	Extremely easy  Extremely easy  Extremely easy  Extremely easy  Extremely difficult  Native easy nor  difficult  Somewhat easy	Yes Yes Yes Yes Yes Yes Yes No	altack as well. Coulding can improve Some carriers and support of the country of	the apparieux is when camera goes did become transparent.  ed.  ed.  ed.  ed.  ed.  ed.  ed.  ed	a need but flaste free. An style was pleasing to book at.  Character movement is developing groot.  Allack, not animation is good.  In general Us in information agood.  The assistation of the story in the beginning is very engaging.  Perple Diamond breating 'physics' simulation is satisfying.  The assistation and the story in the beginning is very engaging.  The assistation carries through with the old fact of the village animation in the story of the story of the story of the property of	It wanted to parry the grant opinning log.  Some gathe audio can enhance the experience much more.  Keep up the good world.  Great work so fair Let me spain through the text of the beginning, ") often players to exit the block winnington quicker and effects seed to the animations currently they feel like they lack impact with the back of sound.
2021-10-14 11:36-4) Mouse Some  2021-10-14 11:36-4) Mouse Some  2021-10-14 11:42-4 Controller Some  2021-10-14 11:56-17 Mouse Some  2021-10-14 12:07-23 Controller Lob  2021-10-14 12:07-24 Controller Lob  2021-10-14 12:06-40 Controller Lob  2021-10-14 12:06-40 Controller Lob  Kenhoard and	Ves  Ves  Ves  Ves  Ves  Ves  Ves  Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat Latisfying  Extremely  Extremely  Reutral  Neutral  Neutral  Extremely	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Cutremoly easy Extremoly easy Extremoly easy Extremoly easy Another easy not defined. Notifier easy not defined. Notifier easy not defined.	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Ceremely difficult  Somewhat difficult  Notifier easy nor difficult  Notifier easy nor difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Extremely casy  Extremely casy  Somewhat casy  Somewhat diffical  Somewhat diffical  Somewhat casy our  difficult	Yes Yes Yes Yes Yes Yes Yes	datack as well. Coulding can improve Some carriers and coulding can improve Some carriers and could be a second could be	the appricious In when camera goes did become transparent.  ed.  ed.  ed.  ed.  ed.  ed.  ed.  ed	a need but flashe free. An style was pleasing to look at.  Character movement is developing good.  Altack, rich all animation is good.  Altack and animation is good.  In general U is in briving—Purple Dismond breating hypocol animation is satisfying.  Purple Dismond breating hypocol animation is satisfying.  The assistedic and the story in the beginning is very engaging.  The assistedic carries through with the old field of the village below.  It is not a soft to be a	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some
2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-43 Mouse Some  2021-10-14 11-35-17 Mouse Some  2021-10-14 12-37-23 Controller Lots  2021-10-14 12-37-23 Controller Lots  2021-10-14 15-36-47 Controller Lots  2021-10-14 15-36-47 Controller Lots  2021-10-14 15-36-17 Mouse Some  2021-10-14 15-36 Mouse Some  2021-10-14 15-36 Mouse Some  2021-10-14 15-36 Mouse Some  2021-10-14 15-36 Mo	Ves  Ves  Ves  Ves  Ves  Ves  Ves  Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat satisfying  Extremely satisfying satisfying satisfying satisfying satisfying satisfying Neutral Neutral Sections of Section 1997 Section 19	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Catremaly easy Extremely easy nor difficult Neither easy nor deficult Neither easy nor deficult	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Extremely difficult  Somewhat difficult  Notibre reasy nor difficult  Somewhat difficult asy nor difficult  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Extremely easy  Extremely easy  Extremely difficult  Native easy nor  difficult  Somewhat easy	Yes	altack as well. Control of the contr	the apparieux is when camera goes de thorough a camera goes de torcome transparent. et	a need but flashe free. An style was pleasing to look at.  Character movement is developing good.  Altack, rich all animation is good.  Altack and animation is good.  In general U is in briving—Purple Dismond breating hypocol animation is satisfying.  Purple Dismond breating hypocol animation is satisfying.  The assistedic and the story in the beginning is very engaging.  The assistedic carries through with the old field of the village below.  It is not a soft to be a	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some
2021-10-14 11-35-4) Mouse Some  2021-10-14 11-35-4) Mouse Some  2021-10-14 11-32-4 Controller Some  2021-10-14 11-32-72 Controller Lots  2021-10-14 12-37-20 Controller Lots  2021-10-14 12-31-31 Missage Some  2021-10-14 13-31-31 Missage Some  2021-10-14 13-31-31 Missage Some  2021-10-14 17-77-20 Mouse Jose  2021-10-14 17-77-20 Mouse Jose  2021-10-14 17-77-20 Mouse Jose	Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat Somewha	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral Somewhat dissatisfying Neutral Somewhat dissatisfying Somewhat dissatisfying Somewhat satisfying	Somewhat salisifying  Extremely gasteristing anisytral Neutral Neutral Neutral Sistemely gasteristing anisytral Neutral Neutra	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Catremaly easy Extremely easy nor difficult Neither easy nor deficult Neither easy nor deficult	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Extremely difficult  Somewhat difficult  Notibre reasy nor difficult  Somewhat difficult asy nor difficult  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Caternely easy  Saternely easy  Somewhat easy  Saternely difficult  Somewhat easy nor  select easy nor  select easy nor  default	Yes Yes Yes Yes Yes Yes Yes Yes Yes	datack as well. Coulding can improve Some carriers and coulding can improve Some carriers and could be a second could be	the apparieux is when camera gove de the come transparent. ed.  ed.  in the come transparent. ed.  is the left yet three,  a statick wearn framm, chear,  some trapproximent.  In the come transparent come transparent come trapproximent.  In the come trapper come transparent come trapper come to the come to fight.  In the come to fight,  in the come of the machine come of the come of the machine come of the	a need but flashe free. An style was pleasing to look at.  Character movement is developing good.  Altack, rich all animation is good.  Altack and animation is good.  In general U is in briving—Purple Dismond breating hypocol animation is satisfying.  Purple Dismond breating hypocol animation is satisfying.  The assistedic and the story in the beginning is very engaging.  The assistedic carries through with the old field of the village below.  It is not a soft to be a	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some
2021-10-14 11:36-52) Mississe Some  2021-10-14 11:36-52) Mississe Some  2021-10-14 11:36-52 Controller Some  2021-10-14 11:36-72 Controller Lots  2021-10-14 12:05-62 Controller Lots  2021-10-14 12:05-62 Controller Lots  2021-10-14 13:31-19 Mississe Some  2021-10-14 10:31-19 Mississe Some  2021-10-14 11:31-19 Mississe Some  2021-10-14 11:31-19 Mississe Some  2021-10-14 11:31-19 Mississe Some  2021-10-14 11:31-19 Mississe Some	Ves  Ves  Ves  Ves  Ves  Ves  Ves  Ves	Somewhat satisfying  Somewhat satisfying  Extremely satisfying  Somewhat disaalisfying	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral	Somewhat satisfying  Extremely satisfying satisfying satisfying satisfying satisfying satisfying Neutral Neutral Sections of Section 1997 Section 19	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Catremaly easy Extremely easy nor difficult Neither easy nor deficult Neither easy nor deficult	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Extremely difficult  Somewhat difficult  Notibre reasy nor difficult  Somewhat difficult asy nor difficult  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Extremely easy  Extremely easy  Extremely easy  Extremely easy  Extremely difficult  Native easy nor  difficult  Somewhat easy	Yes Yes Yes Yes Yes Yes Yes Yes	datack as well. Calling an Integral to the control of the control	The apparence is even camera greated become temperature, and control temperature, and control temperature, and control temperature, and control temperature, and all the printy at times, as lattle when the most clear. It is all the printy at times, as tabular's wearn trumor clear. It is all the printy and control temperature, and the printy and the p	a need but finate free. An style was pleasing to look at.  Character movement is developing good.  Allack, not aimmation is good.  In great QL is in brinshesh and close in Vessing.  Purple Dismonst breaking hypoted simulation is satisfying.  The anotheric cames through with the old feel of the village storics. Nothing seems anotherisms. The dodge roll and the substraint of the story in the beginning is very engaging.  The anotheric cames through with the old feel of the village storics. Nothing seems anotherisms. The dodge roll and the substraint of the story for maily good.  Bending control of the story in substraints.  Bending controls.  Simple and easy to understand full roll of the story of the	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some
2021-10-14 11-36-40 Mounter and Some Some Some Some Some Some Some Some	Yes	Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat sainlying Somewhat Somewha	Neutral  Somewhat satisfying Somewhat satisfying Somewhat a dissatisfying	Somewhat dissatisfying Somewhat dissatisfying Somewhat dissatisfying Neutral Somewhat dissatisfying Neutral Somewhat dissatisfying Somewhat dissatisfying Somewhat satisfying	Somewhat salisifying  Extremely gasteristing anisytral Neutral Neutral Neutral Sistemely gasteristing anisytral Neutral Neutra	Neutral  Somewhat satisfying Somewhat satisfyi	Somewhat easy  Catremaly easy Extremely easy nor difficult Neither easy nor deficult Neither easy nor deficult	Neither easy nor deficult.  Somewhat easy nor deficult with the say nor deficult with the say nor deficult while reasy nor deficult with the say nor	Somewhat easy  Somewhat difficult  Extremely difficult  Somewhat difficult  Notibre reasy nor difficult  Somewhat difficult asy nor difficult  Somewhat difficult	Extremely easy  Extremely easy  Somewhat easy  Somewhat difficult  Neither easy nor difficult	Caternely easy  Saternely easy  Somewhat easy  Saternely difficult  Somewhat easy nor  select easy nor  select easy nor  default	Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	altack as well. Control of the contr	The apparence is even camera greated become temperature, and control temperature, and control temperature, and control temperature, and control temperature, and all the printy at times, as lattle when the most clear. It is all the printy at times, as tabular's wearn trumor clear. It is all the printy and control temperature, and the printy and the p	a need but flashe free. An style was pleasing to look at.  Character movement is developing good.  Altack, rich all animation is good.  Altack and animation is good.  In general U is in briving—Purple Dismond breating hypocol animation is satisfying.  Purple Dismond breating hypocol animation is satisfying.  The assistedic and the story in the beginning is very engaging.  The assistedic carries through with the old field of the village below.  It is not a soft to be a	It wanted to parry the grant opinning log.  Some game audio can enhance the experience much more.  Some game audio can enhance the experience much more.  Joseph up the good would  Great work so far Let me spam through the lest at the beginning. If you can be a some content of the some