Who: Aoife Molloy

When: 17/01/2021

Where: My home

What: Full game

Some games you play: I play usually point and click adventure games, I prefer creepier ones or ones with darker themes. I also play Stardew Valley and The Sims. I don’t like super intellectual games and I don’t usually play active shooter games

What do you like about these games: I usually like the plot mostly, I like doing quests and having to find things and deciphering clues, more often than not I will get annoyed and use a walkthrough.

Where do you go to find these games: A couple of flash websites like Addicting Games, Play Chocolate, I also look at Jay’s Games because they do reviews. Also I like the discovery queue on Steam because it’s accessible.

Last game you bought: Probably Stardew Valley

Some notable quotes during gameplay:

* I like burning
* Stop to listen because I’m nosy
* Saying that he couldn’t open the door was too specific
* This makes me sad. I don’t like that, that’s sad
* He clearly enjoys escapism
* Jesus. That’s grim (when the child died in the maze)
* Saying “years ago” makes him sound like an old man
* “How do you know I have problems” makes him sound like a stroppy teenager. Suggest changing it do “what do you mean” or something similar
* Ooh. Spicy (I have no idea what this was about)
* Saying “victim” is extreme
* \*sigh\* I need a pen, don’t I? (mirror puzzle)
* Ew (image of Despair)
* The child murdering is excessive, maybe be a little less detailed
* Aww. Oh no (when giving away Hope)
* Aww. That’s lovely (when Hope comes back)

Did you learn quickly: Yes, I’ve played a game like that before.

What is the objective of the game: To get all the spirits back in the box and defeat Despair.

How would you describe the game to someone: I would describe it as an interactive story about a boy with a sad home life who goes on an adventure to try and conquer Despair.

Is there any info that would’ve been useful before starting: No I don’t think so

Anything you didn’t like: The majority of black screens was boring. I think I would’ve liked if there were more choices. I’m not sure if maybe I just missed the logic but I don’t know, was I meant to be able to figure out the maze and mirrors by myself? I understand it’s hard to translate a 3D game to a text-based adventure. Not big on the font or the colour blue, I would change it to red. The fairground was out of line with the rest of the game, it was easy to visualize all of the nature but the fairground felt strange.

Anything confusing: Same as previous answer

Overall thoughts: I really liked it, I think the best part was the visuals in the outdoor scenes. At times Jason’s dialogue felt a little off, more mature than what you would see in a child. Really enjoyed it, good concept, clever, nice moral to the story.

Did you feel like your decisions were impactful in the moment: Not really. Would prefer a DND style game.