Who: Geraldine Molloy

When: 17/01/2021

Where: My home

What: Full game

Some games you play: Match-3 games, not shooters or strategy games.

What do you like about these games: They’re mindless entertainment, not too much strategy involved. They’re something to fill up time and you can play them anywhere on any device.

Where do you go to find these games: The google play store. I’m not into the big games like Halo or Assassin’s Creed, they don’t interest me.

Last game you bought: I spent some money on a match-3 game a long time ago.

Some notable quotes during gameplay:

* I like the story. That’s nice
* Aww (sad tone)
* Poor little lad
* This is heartbreaking
* Why is portal in quotes?
* Spider dog
* I don’t know what to do, it’s making me think
* Scarce doesn’t work. Say bare
* (General expressions of dread as the house of mirrors approached)
* Poor spider with her baby

Did you learn quickly: Yes, it’s straightforward.

What is the objective of the game: To fulfil a quest… it’s a quest based game to collect objects and solve puzzles to complete a goal.

How would you describe the game to someone: Quest based game, solve riddles to complete a puzzle. It’s not just about solving riddles, there’s a bit of action in fighting the spiders. The mirrors were difficult.

Anything you didn’t like: One slight criticism, I think if you had more time to work on it – when he was sitting on the windowsill and you said look left, the only option you had was look left. I would put in look right even if there mightn’t be anything to the right.

Anything confusing: The “what did Despair say” question, I was unsure what it was asking of me.

Overall thoughts: Very well written, lots of thought gone into it. Time passed very quickly and I didn’t realise how long I was playing for. I don’t usually like text-based games but I would actually find myself being interested in seeing this game be developed further. It could be adapted for a younger audience as well if the deaths were removed. I thought it was going to be depressing, I didn’t find it depressing. I was engaged with the character.

How do you think we could make it more depressing: No no no I wouldn’t want it to be more depressing

Did you feel like your decisions were impactful in the moment: Yes absolutely. Even searching the house, I was surprised when there was nothing in the kitchen. I didn’t feel like I was being led by the game.

Did it invoke emotion: Yes it definitely did, a range of emotions, because I could visualize what was happening… I just felt for the hero Jason, a lonely little boy with a massive imagination. A brave boy, especially at the end. Poor little divil.