The platform I was on to play this game was PC.

The objective is to finish different puzzles to activate four totems with levers to open the exit gate.

The three things I liked was the concept of the teleporting doors, how the gravity was only affected based on what door you went through or drop something through, and I also liked how creative the puzzles were and how some of them had more then one way of solving them.

Three things I didn’t enjoy about the game were the graphic setting it started on with the moving scratchy lines, also at first the doors were very confusing on we they lead to, and it didn’t explain the goal or objective of the game very well either.

A reason I think it’s so popular is because the game is different and original, it is also challenging the brain to think outside the box, last thing would be is it’s easy to play after you’ve understood the concept.

I would re-write the main goal to be you are supposed to beat five puzzles collecting crystals or power cores to place into a broken frame to break one of the locks, there are 3 other buildings containing another 5 puzzles with fragments and after you broken the locks and opened the gate you will have to challenge the entity that has captured you.

I would add a tutorial explaining what the square patterns mean and how you can use them to figure out what door you were going to next, I would also change the story the game has it’s very plain and not much there. The last thing I would do is change how the totems are placed to reduce the number of exploits there are.

designers.

One reason they didn’t add a tutorial was because the first level is supposed to symbolize the tutorial and that they thought it was good enough to give people the idea of how to play their game. The second reason why is they may have placed the totems in this location to give people a chance to think outside the box and find exploit to beat their game. The third reason is maybe they wanted the story to be that way with you encountering a random big creature in the end and not knowing why you ended up having to unlock a gate or why you are even there in the first place.

The first reason is because exploits can ruin the experience the programmers and artists are trying to give to their players. The second reason is I think people would be more invited to enjoy the game if they had a better story to follow along with while playing and may increase the excitement or lure their attention in other ways. The third thing is that a better tutorial would increase the player’s awareness of how the game is going to treat them by giving them a small puzzle explaining how the doors, pressure plate, and gravity changes work.

Reason one would be that even with changing the location of the totems there will just be a different approach to exploiting it and it would be difficult to find all the potential exploit spots on your own. Reason two is coming up with a story that makes sense to the atmosphere and ambience of the games changing gravity and portal doors with solving puzzles. The third reason is it may make the game easier if they go to the actual levels knowing what to expect and not having to figure things out along the way.