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 on 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.

Based on your own observations, create a written plan for modifying the game. This document will serve as your Game Modification Plan.

Your plan should include the following in paragraph form:

● Re-write the main goal of the game.

● Describe how you would improve the game. Be as specific as possible!

● List three reasons why your ideas may not have been implemented by the original designers.

● List three reasons why you think players would like your changes.

● List three reasons why these changes would be difficult to implement.