**What is your favorite moment in the level?**

My favorite moment was unlocking the basement door and realizing what to do with the ghost.

**What is your least favorite moment in the level?**

My least favorite moment is opening the door at the beginning. The guard will almost always kill you. When you respawn, he camps you, and leaves you a slim chance to escape.

**Was there anything you wanted to do that you could not? If so, explain what actions you wanted to perform.**

I wanted to place buttons. The “fork” item allows you to mine them, but you cannot re-place any of the ones you can obtain. Although some were useless, it would still be fun to place them.

**What would you add, change, or remove from the level?**

I would change the healing potions to Instant Healing II. The first level doesn’t do much when everything is two-shotting you. I would also add some armor for that reason. It could be leather boots or pants.

**Was there anything you believe is unbalanced or unfair?**

No. The mass amount of damage the mobs deal adds to the horror aspect, along with their absent sound effects. There is nothing to lose when dying, so it makes the experience more fun.

**Did you ever feel like the design or challenges were unclear? If so, describe where you felt this way and why you believe this.**

Some dialogue showed up at what felt like incorrect times. The biggest example is the hint that there is a vent nearby when entering a specific room. However, it was not in that room. The vent shows later in the line of progression.

**Do you have any gameplay and content suggestions? If so, list them below.**

Add leather armor.

**What do you believe the story is?**

I believe the story describes a corrupt hospital/prison that experiments and tortures its “patients.”

**Additional Comments:**

N/A