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

My favorite moment was the secret area under the shield.

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

My least favorite moment is the ghost section. The payoff does not feel worth the risk.

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

No.

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

I would change the healing potions to Instant Healing II, and maybe add a little more food.

**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. I got scared once when an enemy was directly behind me without making noise. The only major exception is silverfish. The amount of them makes them annoying.

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

Mostly no. The secret area was somewhat confusing, but once you figure it out it makes sense.

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

No.

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

I believe the story is about a corrupt hospital/prison that experiments and tortures its “patients.” Furthermore, the character you play had some trauma involving their parents.

**How well does aesthetics portray a modern but unkempt mental hospital?**

Very well.

**Describe your thoughts throughout the level.**

Mostly scared and curious.

**Additional Comments:**

N/A