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

I like waking up in the containment cell. The transition was seamless and convincing.

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

My least favorite moment was escaping through the top floor hatch. The message saying I was “free” did not give a true sense of freedom as I was still in a confined space. I do like the idea of an alternate path. However, it could be something more like a rooftop exit which leads to an open roof with a ladder to climb down and escape.

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

Once I was free, I wish I could have been switched to “Survival” mode, to truly grant the player a sense of freedom.

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

I would add more killable enemies. Some of the patients could become zombies over time and infect their doctors.

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

No. Both enemies easily two-shot the player, which is strong. However, it still gives players enough time to assess the situation and perform accordingly.

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

Overall, it was straightforward and clear. The only unclear section is with the master and admin rooms. There were multiple buttons and levers that confused me because I did not get feedback as to whether they were doing anything.

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

Make the villagers interactable and give them dialogue.

**Additional Comments:**

N/A