**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 because the guard will almost always kill you. You then respawn and he camps you. This 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 items I obtained throughout the map. The “Fork” item allows you to mine them, but you cannot re-place down any of the ones you can obtain.

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

I would change the healing potions to Instant Healing II. The first level does not do much when everything is two-shotting you. I would add 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. I genuinely got scared once when an enemy was directly behind me without making noise.

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

No. The gameplay is linear with some “side quests.” Overall, the main objective and challenges are clear.

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

As mentioned above, I would like to add armor.

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

Very well. Patient rooms are dirty, blood is spilled on the floors, and lights flicker on. The main lobby has some cleanliness to it, likely to retain a good public image.

**Additional Comments:**

N/A