1. What I liked about the game was that it had very interesting gameplay what’s unique that you start with nothing but a hook you try and grab materials from the ocean.
2. What I dislike Is that there isn’t much to do. It starts to get boring if you don’t have a goal
3. The polish I saw from the game was that it was very well polished the menus worked very well
4. The theme of the game was you were stuck in the ocean with a hook
5. What I would change is how many options there were of like what you could do. My change would be better because it would give you an objective other than survive
6. I notice there was a hunger, thirst and health bar and it would drain.
7. I think they made it by making each value drain over time and when it below 25% have the screen flash.
8. I understand complete on how to do it because I have seen people play this game before. I understood because of what I’ve seen Markipler play back in the day.