*Please give the designer* ***critical*** *and* ***constructive*** *feedback. Describe your remarks as clearly as you can, so they can use your feedback to improve their game. Try to be as specific as possible, rather than saying something is not working, explain why you think it isn’t and what could be done to improve it. Do not forget to mention which aspects you think are already working and what you like about them!*

*Keep in mind, you are reviewing a game that is not finished yet. So, look at it through that lens.*

*Do not forget to rename the file so it includes your name so the person receiving your feedback can ask potential follow up questions if something is not clear.*

Rate the following aspects:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
| LUCK/RANDOM |  | X |  |  |  | SKILL |
| UNCLEAR |  |  |  | X |  | CLEAR |
| BORING |  |  | X |  |  | FUN |
| TOO EASY |  |  |  | X |  | TOO HARD |

MECHANICS:

They seem fun this I never saw the enemy the first time, maybe I am just better. The second time I easily outran him. This is good for a first level but can be increased. I could not test the hedge mechanic, when I saw the enemy it was too late to hide from it.

Player Feedback:

Not alot of feedback, maybe add something for when you are soon or are close to an enemy, sound would make this very nice.

Learning curve;

I didnt get the chance to learn the hedge mechanic. The enemy working great tho.