*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:

Hiding mechanic is fun, a small suggestion for a mechanic is to allow the player to drop some candy (limited nr maybe), so he can mark places he's been, but maybe it also puts the enemy on alert when he sees the candy (maybe he calls in support to partol the area around the candy)

Player Feedback:

The enemy often appears around a random corner out of nowhere, maybe an indicator that you're getting close to an enemy? heartbeat / direction indicator of some kind / radar?

Learning curve;

Easy to learn, straightforward gameplay