*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 |

Analyse the **mechanics**. Are they fun? How much gameplay range do they provide as they are currently implemented? Will they stay fun throughout the game or will it get stale quickly? Can you expand a lot on them, generate lots of gameplay content? What would you change if you had to?

Overall I do not feel like I have much agency as a player. Either I am close to a hide spot when the enemy is near or I am not, I find myself wandering around hoping I do not run into the enemy like this. Even if I am near a hiding spot, I usually die because of how the camera is setup, by the time the enemy is on screen it is hard to outrun it. Some other kind of indicator when the enemy is near would be very helpful. I also think some other elements/interaction in the maze would make the overall gameplay more interesting.

Analyse the **player feedback**, the feedback the game gives to the player. Can it be improved? Are certain aspects of the game still unclear to you after playing it?  
  
If no player feedback is present yet, which areas would be the priority in your opinion.  
It is not super clear yet if something happens, for example when I am in a hiding spot I would like to have an indicator of the fact that I am safe. Also some arrow on the screen to indicate where the enemy is when it is close could be helpful.

Analyse the **player learning curve**? Did you understand how to play the game? Was there a clear build up or were too many mechanics introduced at the same time? Were you in “the flow” or were you bored, anxious, demotivated, …? What would you change if you had to?  
If no learning curve is present yet, do you have any suggestions how to tackle it? Which gameplay elements were you struggling to understand the most?

It is hard to realise what you have to do without the readme so I would make a smaller level before the main level where you showcase the fact that you have to reach a specific point without enemies, then introduce an enemy in a very simple level and only then start combining elements.