Design Journal - Prototype 1

<u>Design hypothesis</u>
My game attempts to recreate the feeling of a nightmare. The player will have to make their way through a tricky obstacle course while being pressured by an expanding, ominous, red sphere. I want the player to feel pressured and hopeless to a certain extent.

<u>Questions for the player</u>

Is your objective clear?

How does the movement feel?

How difficult do you find the game?

What emotions arise when playing?

Of all things, what did you dislike the most?

Of all things, what did you like the most?

OPTIONAL: Any other thoughts & suggestions would be appreciated!