

## The Krikrak Playtest 2 questions for feedback

1. In building a frightening atmosphere, what builds stress when you are playing a game?
2. What is the simplest form of that stress builder you can think of?
3. There are areas that the player can go, but the enemy can't. How would you disperse these safe zones to make the game suspenseful?
4. Do you have any music recommendations for building suspense?
5. Currently, the player cannot attack the enemy, nor can the enemy attack the player. When implemented, should the attack A. Stun the enemy? B. Despawn the enemy? C. Knockback the enemy? Or D. Other/Please elaborate?