

Stephen Mackay:

Overall difficulty: 8

Additional Feedback on question 1:

Ease of Navigation around the Map on a Scale of 1-10 (Could you tell where to go)?

*10 (The dialogue pop ups helped to tell me where to go)*

Additional Feedback on question 2:

How natural were the controls to use on a Scale of 1-10?

*2 for navigation (8 for other mechanics) The controls didn't quite feel natural (did you intend to use a and d or the side arrows to rotate and then the w and s to move forward?)*

Additional Feedback on question 3:

Any additional feedback or glitches?

*There weren't any consequences to falling in the river really. When I fell in, I could just walk under the map.*

Cool game! I like the animations on the mechanics for the shield and sword (they really add to the game)