

Natalie:

1. How would you rate the level of overall difficulty on a scale of 1-10? Ten being most difficult. 7
2. Did you read the How To Play instructions before playing the game? Yes or No?
Yes
3. How would you rate the level of difficulty in the puzzle sections on a scale of 1-10?
6 (*I have seen your puzzles before, though*)
4. How would you rate the combat mechanics on a scale of 1-10?
7 (*I wonder if adjusting the cooldown on the attacks so that it is shorter at the beginning of the game and gets a little longer toward the end would help the player gain confidence in the beginning and challenge later on*)
5. How intuitive was the player maneuvering on a scale of 1-10?
9
6. Were there any sections that seemed to be broken? (Other than those with under construction signs)
Not that I could tell (other than the try again button which you've already fixed)
7. Did you die in the game, if so how many times?
I'd say I tried about three times (I usually died in the graveyard)
8. How enjoyable was travelling around the map on a scale of 1-10?
9
9. What was your favorite thing about the game? And your least favorite?
Favorite: The puzzles, and exploring
Least Favorite: attacking the ghosts

I've said this before, but your game is gorgeous! You've been able to communicate the story and theme with limited aesthetics, and have unique ideas for puzzles and such that really help the game along!