Skinrender Feedback

Please fill in answers below the heading.

**Age**

21

**Gender**

Male

**How long did you play the game for (approx.)?**

50 Minutes

**Did you complete it?**

Yes

**Did you get stuck on any particular puzzle?**

Yes

**If so, can you give a short description of the puzzle setup or the room it was in for identification?**

3 Men looking at eachother, 2 bartenders. One inside one outside with a guard looking at him.

(This is the 2nd-to-last puzzle)

**Did you find any of the controls confusing or frustrating? Please elaborate if so.**

I used the keyboard keys in earlier builds, but this time used the mouse. Worked well

**Where is the game set (i.e. time period/historical situation)?**

If the soldiers were carrying firearms I would probably expect them to be carrying muskets. 17-1800’s.

**How would you describe the atmosphere of the game?**

Text here

**What genre would you describe the game as (eg. Stealth/puzzle/twitch/RPG/etc.)?**

Primarily a puzzle with stealth elements.

**Would you play the game if it was polished and completed?**

Yes

**Would you pay for this game if it were released commercially? If so, how much?**

With the number of levels would probably be £5.

**Were the special abilities clear on how they could be used, and who you could gain the abilities from?**

Yes

**Were aspects of the game enjoyable? If so, please state what they were.**

The puzzles ramped up nicely, becoming more difficult as the game went on.

**Were aspects of the game unenjoyable? If so, please state what they were.**

The ending was a bit anti-climactic. The puzzle before it was very difficult, but the final puzzle of assassinating the officer was a 2-minute job.

**Overall, would you say you enjoyed the game?**

Yes

**What do you think could be added to make the game more enjoyable?**

Audio would be beneficial. Audio ques for things like drugging a drink lets you know when your action has been performed, while at the moment you’re not sure until the icon is above their head.

**Any comments/further suggestions?**

I could see myself playing more levels if the game was extended. Was good fun.

Thank you for your time! **Tom & Alaric**