Skinrender Feedback

Please fill in answers below the heading.

**Age**

23

**Gender**

Male

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

34 Minutes

**Did you complete it?**

No

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

The “Call someone over”

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

Character was uncontrollable when I called someone over and then was stuck.

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

Arrow keys are not the direction which your character is moving: Down Arrow = South West

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

1500s France

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

Spooky Scary

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

Stealth Puzzle

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

Possibly?

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

No

**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 cut-scenes were good to watch

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

The movement and the “Getting stuck in walls” was frustrating

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

Not really

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

Sound and music

**Any comments/further suggestions?**

An objective list to show what you’re meant to do if you miss the text from before the save point.

Smoothness from the turning of the people so that you’re not instantly caught and sent straight to the beginning.

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