Skinrender Feedback

Please fill in answers below the heading.

**Age**

21

**Gender**

Female

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

1,000 of years.

**Did you complete it?**

No

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

Small bugs on each level.

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

Stuck in doorways.

Unable to call guard over.

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

When using the arrows I found the directions confusing and wish the directions could have matched up with different keys.

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

French Revolution.

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

Tense, quick, fast paced by needing to quickly change skins before time runs out.

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

Puzzle, stealth.

**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?**

Yes

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

Yes, however wish it could be clearer which areas I cannot go in and if this is continually happening that prompts could be used to guide direction.

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

Yes, trying to find strategic ways to bypass guards and get to the next level.

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

Getting stuck in doorways.

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

Yes

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

More levels and fixing of some minor bugs.

**Any comments/further suggestions?**

N/A

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