Skinrender Feedback

Please fill in answers below the heading.

**Age:**

26

**Gender**

Male

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

40 minutes

**Did you complete it?**

No

**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?**

It was the bar scene, I couldn’t get past the civilian.

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

No, they were pretty straight forward.

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

During the French Revolution

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

Tense, I really cared about not being seen.

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

Stealth and puzzle

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

Sure, I felt like I cared about succeeding and getting revenge.

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

No, but I think it’s worth about £5.99

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

I don’t think I explored enough to see all the abilities, but they were well explained.

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

The look of the game, especially the flag

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

Some of the overlapping of the textures (i.e. when walking around and the character pops behind a door texture)

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

Yeah, it was enjoyable enough, obviously, some of the mechanics detract, but overall it was good

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

Response choices and how it could affect the game.

**Any comments/further suggestions?**

Great work and a great concept for a game

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