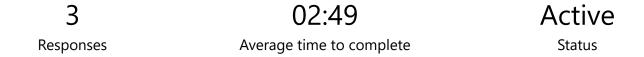
12/12/2020 Microsoft Forms

Forms

Corrupt Realm Feedback Form (12/10/2020) - Saved



Corrupt Realm Feedback Form (12/10/2020)



1. Layout - the map included landmarks and good flow; platforming and paths were appropriately designed. I understood where to go next. There was appropriate cover and the layout supported well designed enemy encounters.



2. Pacing - The level featured rising and falling action with clear "wow" or climactic moments. The difficulty scaled well with no spikes. Enemies and ideas were introduced one at a time and later layered together. Level includes verticality and lighting variety. Ammo, health, weapons, and other pickups were distributed to support good pacing.



3. Immersion - The level has a coherent theme and or narrative. Geometry, props, lighting and texture work support the theme. Scripted events and enemy behavior support immersion.



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4. Engagement - The level is creative, interesting, and or fun. You don't want to quit before finishing. You would share the level with a friend.

Responses



5. Please share any additional feedback.

3 Responses Latest Responses

"The map was very engaging, but I kept getting lost and the rooms we...

"I would suggest more cover in the more wide open areas, and perhap...

"It felt easy to get lost after the first hallway, as a result I got turned ar...