Corrupt Realm Feedback Form (12/17/2020)

3	01:45	Active
Responses	Average time to complete	Status

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.

3	★★★★★★★★★☆
Responses	8.67 Average Rating

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	★★★★★★★★★☆
Responses	9.00 Average Rating

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.

3	★★★★★★★★★★
Responses	9.67 Average Rating

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.

3
Responses

★ ★ ★ ★ ★
4.67 Average Rating

5. Please share any additional feedback.

3
Responses

Latest Responses

"*I suggest fixing the timing on the button and adjusting the contrast fo…*"

"*I would suggest adding more cover to the Shambler fight, these enem…*"

"*The game handles much better than before. having more health mak…*"