



## Corrupt Realm Feedback Form (12/10/2020)

**3**

Responses

**02:49**

Average time to complete

**Active**

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



7.00 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



8.00 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



8.67 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

*"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..."*