

The fact that you cannot skip the intro video is pretty irritating.

I couldn't figure out how to do anything in the game except for roaming around the map and trying not to get caught by the ghost(s?). The gun didn't seem to do anything to the ghost? I also wasn't sure how I was supposed to interact with the gramophones.

The atmosphere of the game and the sound effects are really good.

The game didn't have much to do yet, but it was really promising. I'm interested in seeing what will come out of it during the course.