

I like how you have chosen to create a horror game, it's not a very easy genre. Running around the level while trying to avoid the shadow and searching for the gramophones seems like solid idea. I also like the shapeless horror approach, it leaves room for the imagination. Perhaps there should be some sort of escalation when you find gramophones, shadow moving faster or something similar. The game (obviously) seemed to be somewhat unfinished though, one point was missing walls and I could see to the nothingness. Cursor also seems to be visible, it's somewhat distracting. I also might be more retarded than usual but I could only find one gramophone. You are also aware of the unskippable intro but please do make it skippable, it's kinda annoying to be forced to rewatch it after you have seen it once.