

## Exham Horror

Cool idea. Walls could really use some (any!) textures for the walls etc, I don't think the plastic-y feel truly suits the theme. Feels kinda creepy already, which is nice. I actually like the intro, nicely brings you into the mood, but still would like to be able to skip it somehow (don't think I can right now?).

Didn't see a crosshair or any other indication of a gun, other than the small markings where the bullet supposedly hits. Would prefer to have some!

Maybe the shadow should move a bit more erratically, faster but more sneaky perhaps. It could try to avoid the player's field of vision until it's very close for example.

Anyways, for me this was the most positive experience out of the three games I gave feedback on, I think you could have something going on here. Just add stuff and polish and it'll be great.