**Player feedback document**

Player name: George Hutchings

Player age: 18

**Players initial thoughts:**

*The first thoughts the player had about our game:*

*Game was clean and seemed polished, flowed well, easy to understand mechanics.*

**Questions:**

*Upon loading into the level did you realise what your goal was?*

*After reading the first diary entry I knew what I had to then do and so on..*

*Would you want more hints to be added into the game?*

*Maybe an action button pop up to show what you have to press.*

*Were you lost or did you feel confused / not sure what to do?*

*In the third level things start getting complicated and certainly tested me, but never confused.*

**Suggestions:**

*Any suggestions the player has for our game:*

*More levels to slowly show progression (Time wise)*