**Immersion**

* Is the player able to forget about the real world when they load up the game and feel as if they have been taken into a different world when they are playing and just lose track of time?
* Immersion can be created by having an environment that is believable but isn’t necessarily real.
* Audio is an important factor to making the player feel immersed. Does the music match the mood in the game at that time? Does the player sound like they’re walking on the right material?
* Allowing the player to interact with everything and giving them full control of their decisions even if it will hinder them (e.g. dropping an item from a quest that they need or killing a character). This gives the player the full sense of control over their character and can help build immersion.
* Giving the character in the game their individual story in the game can help to make the game feel immersive by helping the player feel that it is actually a real world and everyone in the game has their own problems and decisions that they need to make.
* Simple things like glitches and incorrect texturing can completely break immersion as it shows the player that they world they are in isn’t real and is still a game.
* Having difficulty change things such as how smart the enemies are and how they react to the player and not making the game harder by giving them more health or making the character unluckier.