To whom it my concern:

Re: *Lab Six: Escape*

I had the pleasure of playing the first level of the game created by Whitney Heinze, named *Lab Six: Escape.* At the outset it should be noted that, despite the limited game levels available in the demo, the character development that already exists exhibits a depth and creativeness that promises far more in the levels to come. The character development, along with the beginnings of a robust game universe provides a firm foundation upon which the mechanism of the game is built.

With regards to the fighting dynamics, the surprise that is injected into the adventure through the use of the random number generated spawning of the monsters is provides an adrenaline rush to the game. The in-game fighting mechanism is straight forward and easily used. The graphics that accompany the battle sequences are well conceived and visually enticing. The overall game environment is rich with appropriate visuals and items to explore.

Overall, a thoroughly enjoyable gaming experience.

Anthony Ferguson.