Review: Lab 6

I'll admit that I don't play a whole lot of video games, nor do I know much about them. However, I thought that "Lab 6", by Whitney Heinze, was well constructed. The game's storyline seems properly thought out. There's treasure chests to open, monsters to fight, and small puzzles to solve. Level one wasn't too difficult, but intriguing enough to keep the player interested.

The main characters are unique and have great art designed for them. Their art made them fun to interact with. The way their stories are starting to tie together is thought-provoking. Why is this Lab 6 here, and what exactly are they up to? The player might not know the whole story yet, but each character introduced so far has helped to put the clues together.

The design of "Lab 6" works well for beginners like me. The instructions are simple enough and the dialog can be followed at the player's pace. I like how the game saves your position in a level, so you don't have to start all over again.

The entire game of "Lab 6" might not be complete yet, but I think it will be a fun game when it's done. I can't wait to try the next level.