*Please give the designer* ***critical*** *and* ***constructive*** *feedback. Describe your remarks as clearly as you can, so they can use your feedback to improve their game. Try to be as specific as possible, rather than saying something is not working, explain why you think it isn’t and what could be done to improve it. Do not forget to mention which aspects you think are already working and what you like about them!*

*Keep in mind, you are reviewing a game that is not finished yet. So, look at it through that lens.*

*Do not forget to rename the file so it includes your name so the person receiving your feedback can ask potential follow up questions if something is not clear.*

Rate the following aspects:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
| LUCK/RANDOM |  |  | X |  |  | SKILL |
| UNCLEAR |  |  | X |  |  | CLEAR |
| BORING |  |  | X |  |  | FUN |
| TOO EASY |  |  | X |  |  | TOO HARD |

Analyse the **mechanics**. Are they fun? How much gameplay range do they provide as they are currently implemented? Will they stay fun throughout the game or will it get stale quickly? Can you expand a lot on them, generate lots of gameplay content? What would you change if you had to?

I understand the concept of a tower defense game but your extra layer of childs and adults is very confusing.

What do the color codes mean of the people you place?

When do you get which characters to place? I started with being able to place childs and in round 4 I suddenly had the ability to spawn elderly and not children?

I also don’t know what “you need 2 adults to grow the population means”. Because I could just place childs anyways.

I also randomly got a game over at round 5 and 6 when placing a lot of childs. And I got to round 14 when only placing 3 childs.

Analyse the **player feedback**, the feedback the game gives to the player. Can it be improved? Are certain aspects of the game still unclear to you after playing it?  
If no player feedback is present yet, which areas would be the priority in your opinion.

Other then what the color codes mean, player feedback is fine.

You see when the towers are shooting and when they miss.

I would add small particles like damage indicators or health bars to the enemies.

Analyse the **player learning curve**? Did you understand how to play the game? Was there a clear build up or were too many mechanics introduced at the same time? Were you in “the flow” or were you bored, anxious, demotivated, …? What would you change if you had to?  
If no learning curve is present yet, do you have any suggestions how to tackle it? Which gameplay elements were you struggling to understand the most?

Game was very confusing so hard to judge on learning curve.