The hologram was a fun and novel game mechanic that I pleasantly enjoyed playing with. However, in this build I feel like its potential has yet been reached. This reason plus other things that made this game frustrating brought the enjoyment of this game down.

The main frustration I had with the game is the interaction with the boxes. The collision detection is too sensitive, if the box merely touches a wall it results in that it is immediately dropped. Consequently, I had some incredibly frustrating moments were the box just dropped from my hands because it grazed a wall. This problem is more noticeable at levels with narrow corridors, for example level 7. Furthermore, I noticed the box had some funky interactions with the hologram. At level 6 I noticed I couldn’t throw the box to a location because the hologram was in the way. At level 7 I noticed that the box teleports back to its previous location if I held it simultaneously as the hologram ended. Lastly, concerning the box. When the box is thrown by the hologram, the box stops flying in the air when the hologram ends.

My second frustration of the game is how tedious the hologram mechanic became. There were lots of times where it felt repetitious to use the hologram. Times where it felt like I needed to do lots of walking back and forth because you couldn’t get to the place you before the time ran out. Other times it felt like I just stood still, letting my hologram stay put on a button. Having full control for how long the hologram is on, being able to recharge the hologram’s length, going faster when in the hologram state and/or being able to interrupt the hologram would be great.

Last frustration of the game is that sometimes is too dark. I could barely see anything at some levels.

**Anything needing improvement?**

Weird static sound in hologram mode in level 2. Laser pointer goes through the wall in level 2. Level 3, first room to the right, puzzle makes little sense. There is a small puzzle where you need to jump up to a door, and down there you can see the box. However, you can walk around it quite easily. Furthermore, on level 3, first room right ahead, there are two buttons in there that does nothing. Level 4 could become more interesting by two subtle changes. First change, put a red barrier on the hole

by making it so that the button down in the hole with turrets also removes the red barrier locking away the end door. This would be the first occurrence when