Sharmin’s “A Fisherman’s Legacy” is a great game that emulates the design of the game it was based on. She uses great puzzles that can be quite tricky to figure out that halt progression and are necessary to complete the game which I enjoyed. The text that appeared before every move helped to guide the player which I liked since I often get lost in these text based games. I also thought the setting was well developed and was able to immerse the player into the experience.

I believe that the only tweak other than more items and interactable spaces would be the description display of what is going on. I think they are well written however could use more spacing in between, rather than whole blocks of text. It can be hard to read sometimes and I often had to reread it multiple times to understand what was happening. Overall though, the game is great and a nice foundation for the requirements needed for Program 2.