Dear Eric,

You story is very interesting exploring the bound, friendship and the current situation of the friend of the protagonist only through a very little event of imaginary adventure. Beside the story inside the story, your piece is filled with details that very well drew out a picture of a Friday afternoon in a classroom. I enjoyed it very much. Our protagonist serves kind of as an event trigger and observer through the game, which is very well handled.

There is, in my humble opinion, maybe some part of the story that could be straighten up a bit. The story, which Marc tells as a “dungeon master”, took up a lot of space. I know this story in his mind has a real-life connection, however it’s not clear enough how or to what extent does these two relate to each other. The change in protagonist from initially hate Marc’s narrative to eventually like it to shock when he discovered there might be a connection between Marc’s story and his family issue is, to me, a little bit abrupt, probably because of the large consumption of Marc’s story in this piece and lack of reality progression. To some extent, I am not even sure if this story is about protagonist understanding his friend or a story about the protagonist friend’s family problem.

It is, whatsoever, very impressive to bring multiple events to the reader’s concern in a rather small setting and a very short time period, I enjoyed reading it very much!

Suyi