

The Platform - I thought the platform was good, and very clear that it was a puzzle, but each little stage should have been slightly different to help people feel like they were going the right way.

Game mechanics - climbing down floors was terrible, the jumping was good but extremely slow, and if you tapped the left or right key, you went flying to the sides instead of just slightly walking forward

Storytelling - I like the storytelling, it had a detailed story painted at the beginning, if only it had story bits or thoughts the character had every time it entered each room to help guide you.

Visual design - It is a very good 8-bit game, but like I said in the platform, it needs some sort of way to distinguish each stage

Game pacing - too slow, it is too frustrating to have to restart every time from the beginning, needs more checkpoints, or the game becomes too boring to restart from the beginning every time.

Player engagement - Similar to game pacing, if the player cannot make any sort of forward progress after a certain time, the user will just stop playing. I made it to the sword level consistently, but could never make it past that, so I lost full interest in the game.

Graphics and audio - I like 8 bit games, so I thought the graphics were great, and the audio just adds more to the story, so overall I have no complaints in this section. The game did a great job here.