[https://bhuvi7.itch.io/the-couple](https://bhuvi7.itch.io/the-couple" \o "https://bhuvi7.itch.io/the-couple" \t "_blank)

The game is absolutely intriguing to play. I love the part that you change the background and make it a charming night scene that players could really engage into the narratives. The game is really well-made and well-written. The absurdity buried into the narrative kind of remind me of one of the old man in black series, where the elements of Aliens are really hilarious yet plausible. You offered the players two options as to take the control of the ship or surrender the control to the aliens; however, both ways you ended up saving the humanity or saving the whole universe, which is pretty cool. As for the font, you choose the font that fits the reading pretty well, and as for the choosing of the color, you differentiate the choices such that they are really easy to read and pick from the dark background. However, some color picking might not be harmonic as they stand out in the background and sort of ruining the atmosphere. Lastly, the storyline is pretty clear and easy to follow. It is a wise choice as to limit the story and make it concise.

[Live your school life by Cynthialime (itch.io)](https://cynthialime.itch.io/live-your-school-life)

I bet you are watching my life! The game is really concise and the choices the players made are exactly what most college students (to be honest) is facing during their semester. The narrative is simple, linear, which follows the tick of a normal school day. The font that you are using is extremely easy to read that fits the dark background well. The transition part of the game is extremely intriguing that it is really smooth yet not taking away my attention on the text content. The whole game is built on the principle of minimalism, that it attracts the players the least attention on the effects brought by the web contents and try to trace back to the original reading experience assimilar to reading a book. However, the choice is actually painted blue that it stands out and might not really fits the context pretty well. Overall, the wording is plain to read and easy to grasp.

[my father's long, long legs by ztul (itch.io)](https://ztul.itch.io/mflll)

The game is really fascinating in creating the mood. The beginning of the story reminds me of the novel of Edgar Allen Pole, where you locate your self in the dark bleak doom day of Mein, and everything surrounds are endless darkness and only through the narrow texts could you grasp some trail of the world. The narrative is non-linear, where different sections are scattered in different years of the main character. The effects are minimal which means that players could focus themselves primarily on the story telling and the atmosphere that the author tried to put up. The last part of the flashlight effects is really amazing that by using the flashlight to light up the texts make you really feel that you are inside the world that the main character stands: weird, dark, bleak and scarry.