*Please give the designer* ***critical*** *and* ***constructive*** *feedback. Describe your remarks as clearly as you can, so he/she can use your feedback in order to improve the game. Try to be as specific as possible, rather than saying something is not working, explain why you think it isn’t and what could be done to improve it. Do not forget to mention which aspects you think are already working and what you like about them!*

Rate the following aspects on a scale from 1 to 5:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 |  |
| LUCK/RANDOM |  |  |  |  | x | SKILL |
| UNCLEAR |  |  | x |  |  | CLEAR |
| BORING |  |  | x |  |  | FUN |
| TOO EASY/HARD |  |  |  | x |  | BALANCED |

Analyse the **mechanics**. Are they fun? How much gameplay range do they provide as they are currently implemented? Will they stay fun throughout the game or will it get stale quickly? Can you expand a lot on them, generate lots of gameplay content? What would you change if you had to?

I like that objects turn green so you know that you can do something, but I would let them turn green a bit sooner, so you don’t have to get to close to know. The stealth is a good mechanic but maybe a bit too powerful for this level. Because it was easy to get to the enemies. Possessing an enemy is great but way to overpowered at the moment because the other enemies do not attack you so you can easily kill them and then your stealth mechanic becomes useless. I would also like to be e-able to get out possessed enemies.

Analyse the **player feedback**, the feedback the game gives to the player. Can it be improved? Are certain aspects of the game still unclear to you after playing it?

It is good that when you press space you can visibly see that you go into stealth mode.

Analyse the **player learning curve**? Did you understand how to play the game? Was there a clear build up or were too many mechanics introduced at the same time? Were you in “the flow” or were you bored, anxious, demotivated, …? What would you change if you had to?

Answer any specific questions provided by the game’s designer.

Fill in any specific questions you might have here