*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?

The mechanic to become an enemy and shoot was fun to use.

It is pretty fun to use. It would nice to know what enemy you became is it has a lot of gameplay content and different things you can do with it.

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?

The enemies react really quick as soon as you walk through the door leaving almost no time to react. The enemies are also in a large group making it difficult to take them out. The area is also to white, so it was impossible to know if there was a wall or not unless you see the shadows.

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?

The learning curve changes to quickly. It is easy play when you first open doors but when the enemy’s immediately attack you are suppose to kill them or become invisible beforehand which is you don’t know because it isn’t explained in the game.

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

Fill in any specific questions you might have here