*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?

It’s nice mechanic that you have to go stealth mode but I think that there are still some bugs in. the knife is nice to have. I think that you can make your stealth mode interesting by making it stealth until you attack or interact.

The colors in your level are weird, it feels like it’s just a flat plane and you can’t see the obstacles and the enemies, maybe try to change the color of your enemy so it is obvious.

The mechanics that you are gonna include later are going to be fun but maybe add them later in the game not all at once.

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’s just one level and I think that currently that player feedback is oke, the barrel isn’t indicated and I think if you indicate the barrel your level is going to be obvious to play. And you can improve on that.

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 player learning curve is to hard in the beginning. Try to make a very easy level with no interactions just one enemy who turned his back on you and you have to kill him from behind.

And build it from there just step by step, the problem is that you start very hard for a player who have never played this game before.

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

Fill in any specific questions you might have here