*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 idea of becoming one of the enemies is fun and I like it but you should make it so you can still posses a new enemy or become your original self so you can change who you are during a fight. The gunplay itself isn’t the most fun yet and it’s going to be one of the more important parts so I definitely suggest to expand more on that.

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?

There needs to be a lot more player feedback. For example sometimes my gun would stop shooting and I think this is because I was reloading but there is nothing that shows me when I’m done and can shoot again, also there is nothing to indicate that I’ve been hit and it seems like I’m unkillable when I have possessed an enemy. There is also a bug where the enemies don’t attack you

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 was not too big and the level was rather easy.

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

Fill in any specific questions you might have here