*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 main mechanic (possessing an enemy) is quite fun, and has a lot of potential to become more fun as more diverse enemy types are implemented. It could also be fun to add character-specific puzzles, so you would need to possess certain enemies to progress to the next level (e.g. barrier type that lets one enemy pass but not another). The option to switch between enemies would be a nice addition.

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 response of certain enemies when you posses someone feels very slow; this goes for the overall gameplay though, it feels like it could be sped up quite a bit. It is also unclear what the win condition is (defeat all enemies, next level…)? A HUD will probably be added; I feel like this would make the game a lot clearer (ammo, health as you can’t seem to die when playing as an enemy?,…)

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?

There isn’t any learning curve. Adding several sandboxes introducing stealth, knifing, enemy control feel necessary.

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

Fill in any specific questions you might have here

There seems a bug where you can’t die when playing as an enemy?

Overall great ‘possessing’ mechanic with a lot of potential if expanded upon.