*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?

Cannot kill/posses enemies yet? The interactions with the doors are good. I think it will be pretty fun once the core mechanics are fully implemented.

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 feeback on the doors are good but there is no feedback on stabbing/shooting. I don’t think I am able to stab yet but I might just have a lack of feeback. When you posses an enemy maybe make your screen flicker.

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 flow was ok but there wasn’t too much gameplay to judge the flow.

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

Fill in any specific questions you might have here