Feedback – Annie Meneses

I felt that you did a great job of going into the details of how the player would experience the game. It was a creative adaptation of the combat mechanic in Persona, and I felt it translated well into a D&D style campaign.

I would have liked to seen more development in what the combat looks like against the enemies, and the description of how you fight the boss was lacking. The persona detail could also be developed further, for people that are not familiar with Persona 3.

Grade: 4.5/5