

Twine Feedback (for 2/6)

Feedback is crucial to making anything. Your homework is to do a "deep" play of 3x of your peer's Twine games and post feedback to the #sharing channel.

- I will DM you which three Twines you should be playing. Explore all paths in the Twine story.
- Post 2 - 3 paragraphs of *constructive* feedback for each Twine. Think about:
 - What was the experience the author was trying to create? Were there parts that were particularly successful? Were there parts that didn't work as well?
 - Where there any other Twine mechanics that we've seen (timers, audio, RPG systems, resource management, etc.) that could be used to create a more engaging world?
 - Are there any Twines that you've seen that would be helpful reference points?

Instructions

- Post your feedback in the [#sharing channel](#).
- For each piece of feedback, make a separate post where you [at mention](#) the person to whom you are giving feedback.