The question “what do you like about this game” is hard to answer because I can’t think of anything I *don’t* like. Its concept is not only fun but *fascinating*, and the gameplay is surprisingly smooth and easy to understand.

I don’t dislike anything about the game per se, however the game objects made me feel a little bit like I was playing Roblox. If anything in the game could be improved, it would be visuals.

The game was incredibly polished on the back end, however not so much on the front end. The gameplay itself was smooth and worked, in my experience, perfectly. However the game objects feel like generic assets, and if the team had the time/skill at their disposal, I feel that the game would benefit from some better art.

While the game lacked a literary theme, the overall aesthetic of the game is solid. There is a sci-fi, retro, space-y theme that is nailed by the music.

The one and only thing I would change about this game would be the art. It would benefit greatly from art that is as unique and awe-inspiring as the mechanics. The art as it is makes the game look generic and bland; with unique and charming art, the game’s feel would be elevated significantly.

The most interesting mechanic was by far the platforming mechanic. I cannot even begin to imagine how the platforms shifted with the player’s perspective, but if I had to take a guess I would say it has something to do with the orthographic camera. Playing a 3D game with an orthographic camera is a trip and a half, and I’d say that the click triggers a camera switch from perspective to orthographic.

The mechanics made themselves apparent easily, with a tutorial that wasn’t invasive but still allowed the player to figure out all the mechanics, if they pay attention.