**Edward James (4.08.21)**

I've finished a first playthrough of it. I love it, and I think you've made something really, really excellent here. I made contemporaneous notes as I went through it, and I'm gonna paste them here:

Usability - When new lines appear, it can be hard to find your place to keep reading from. Formatting might help a little bit, but wouldn't solve it totally.

Similar scrolling text games will use a colour difference to mark which text is new and which text is old. Usually, the older text is slightly more... greyed out?

Tone - Even early on, I'm enjoying the third person narration. It reminds me a little of the way "Disco Elysium" is written (another game that is largely text/social based).

I'm at the line after "His voice gains a note of frustration" - This is some really good dialogue.

At the first multiple choice with physical contact - I ADORE that you give these three options which contain so much, and yet are kept so simple. It's either - Take the initiative, receive attention, say no". That third one being amazing to see in any game, even though I didn't click on it.

After choosing - let him kiss your neck, press your knee into his crotch: More super realistic dialogue of simply "let's go somewhere else (upstairs)". Nice to see it in erotic fiction.

At the choice between "Fuck me hard" / "Fuck me gently" - Goddamn this is amazing to see, and yet something I don't think get's done all that often in ero-games. The structure of choices that led up to this point also feel really natural too, and this feels believable and yet still quite hot.

HOLY FUCK. This is so, affirming? Having chosen "Fuck me Hard", you've written in an option to... Be hesitant, have that be respected, and then still choose to stick with it. I don't think I have ever seen that before.

I enjoy the variation between the "multiple choice" click options, and the "click this one option to continue". It makes it feel more interactive, gives it a sense of pace?

Ok, first bit of possible criticism for a while: The sex scene seems to be there and over very quickly.

I might edit this line later if this is actually just a "part 1" of a longer, bigger scene, but I know most ero games and writing draw things out for quite a while.

I think this might just be what the audience expects now? Whilst I enjoyed it, and sometimes use these short scenes in my writing too, I think it will draw a bigger audience if there are some longer scenes that people can spend time on?

On a positive note, the short scene of "fuck me hard" was intense and really well written. It is hot.

As I reach the line "He shuffles closer and puts his head on your shoulder" - Ok, I'm crying a little, this is excellent.

What an amazing way to close it out.

I've played games that do similar things whilst being more... literal/gameified?

But the way you've done this all through dialogue and natural descriptors is fantastic

**John Clifford (4.08.21)**

That was really interesting! The writing is believable, or at least I imagine it is from my limited perspective.

I do wonder if the difference between "You didn't tell me to stop asking questions" and "I'm not sure how I feel yet" is somewhat abrupt, but I can see how putting a trans man in that situation could feel like a massive kick in the face and bring feelings to the surface very quickly, so it doesn't seem out of the realm of possibility either.

From a game perspective, you may benefit from having a little more difference in dialogue branches if you make different choices, as ultimately some of them don't make any difference at all and some players dislike that, but I can't condemn it either as the more branches you have the more difficult it is to test and keep the narrative flow smooth in all trees.

**Freshmaiden (4.08.21)**

not a regular here, but I really enjoyed this c: Loved the writing, and the options for both sexual and non sexual endings. Also it's just... very nice to see queer stories that aren't mired in tragedy and don't give off fetishizing vibes. The characters felt very three dimensional and real.

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helo just back for a moment again, my partner (who is a trans guy) played your game and asked me to pass on his thoughts

He thought it was a really refreshing and validating read, which hit a lot of emotional notes with him. He really appreciated the tone and how everything was just treated like normal. He also thought it was validating to see the trans guy being the top, and that that’s not something he’s seen in a lot of writing.

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**Dael. (4.08.21)**

just played several routes of this, and it was weirdly endearing. playing from the side of the "cis guy" adds a ton of perspective that i wish i saw more, interacting with trans people instead of as a trans person (which i dont mind being trans myself, but its the fresh perspective i enjoy). i laughed at the awkward questions, loved the interaction, and i was so glad to see a sexual topic being approached from a place of care and as freshmaiden said not fetishization. its short but its definitely not less enjoyable because of it. it felt relatable, on either side, and overall i even found it comforting. i loved the way it reads. if you dont mind, i would love to share this, because i feel like other people could really appreciate it. thank you for making this!