1. After playing through the game, how difficult did it feel to you and why?

it was perfectly fine it was ok in the aspect that of a normal controls and easy to use keys

I believe it was a normal difficulty after you started getting further into the game to begin with I was given three rabits which I think was an easier starter amount then being given five rabits made it a bit harder.

Not very difficult; it mostly required sitting around and waiting for the predators to go somewhere else.

It felt Very fair, it almost felt like the mistakes you made were your fault. (Except for when they randomly dissapeared :P)

It was very interesting controls

4 out of ten just because i couldn't hide all of the rabbits in one bush

Pretty difficult; besides the couple of opportunities to move the rabbits while the wolves were otherwise occupied, I'd lose one or two rabbits before making it to a bush. I did take a rather speedy approach, however, which may be indicative of the difficulty I had

I felt that it was at a good difficulty for introducing new players to easing into the chalenges

it was pretty easy except when hiding the rabbits can still be seen sometimes

It wasn't too hard if you're smart, and play it stealthily, and have have decent amounts of patience.

I didn't feel i was difficult it was just a matter of watching your surroundings

Not too difficult, not too hard

2. Was there anything with the appearance of the game that you feel could be changed/worked on? (Camera angle, models, HUD)

it was a typical controls an stuff

I think the models and camera angles were good but if you wanted to make it easy or harder you should add in more bushes or take away bushes to change the game diffculty. Otherwise I think the game was very good although I would try to get ri of any invisible glitches.

Some of the taller trees obstructed the view at times.

The trees feel like they almost hit the camera,so having a full top down view indtead of an angled view might make it easier to keep track of landmarks and rabbits

I liked all of it personaly

no

I was unsure how far underneath the bushes I had to go to be hidden from the wolves' POV; I dont know if this is more of a appearance issue or not, but I felt complied to put it under here. Otherwise the game looks rather nice.

only recommendation would be to outline the rabbits that are hiding in the bush

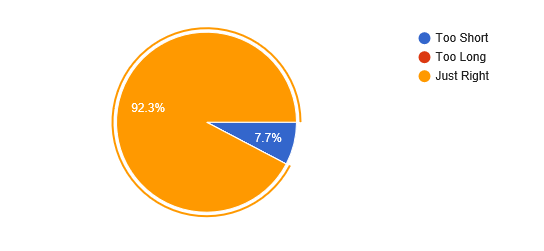
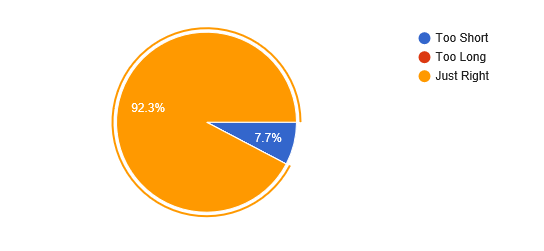
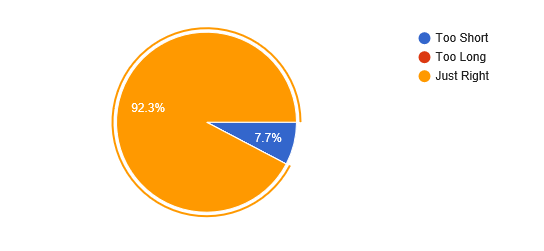
camera angel could be fixed because of the top down view the trees block the screen enought to where you can't see wolves and think it's safe to move them when it's not.

I honestly believe that it looks very well, all in all, but I do think that it would be a nice little change of pace to have maybe one or two different types/models of bushes to hide in. Overall, it was very good.

i prefer a camera angle looking slightly behind the character

More obvious selected indicators

3. Did the two levels feel too short, too long, or just right?

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1. After playing through the game, how difficult did it feel to you and why? 1. After playing through the game, how difficult did it feel to you and why?

4. How quickly were you able to understand the game's mechanics and controls?

The general response was that people were able to learn how to play fairly quickly.

Extra Comments

Awesome game hope to see more maybe.

Bunnies are happy. :)

Very good! Would definatly buy on Steam or something.

The map seems balanced, however should water be considered transparent to the wolf or completely opaque?

bunnies disaper randomly on second level

Maybe in farther levels, instead of having more wolves, have more variations of predators to variate what you have to do to avoid every predator in a special way perhaps. But, that's my opinion. Very well done.4. How quickly were you able to understand the game's mechanics and controls?