

Simple quick fixes:

- Implement a damn FOV slider, so people can play it
- Better graphics options without need for hex editor, who even knows hex anyway?
- Full CC would be nice for those hard of hearing

The Good:

- Absolutely nailed the horror tropes, actually made me feel tense at times / great tension
- The enemy design work was fantastic
- Doll house deserves special call out, SUPER creepy!
- Characters were very well written and believable
- Continues to use FP perspective VERY well
- All of the levels are so unique and different and yet look like they belong, oh man, oh man
- The castle was gorgeous in particular
- They gave you a tank

Everything wrong with:

1. And how to fix it
- Moreau - hard to tell where to shoot him
 - a. Make weak points orange
 - b. Grant bonus damage to pustules but raise HP pool
 - Combat Scaling
 - a. Inventory was too large for a survival horror
 - Constrained inventory requires you to be careful about what equipment you bring
 - Put crafting mats back in the inventory
 - b. Ammo wasn't scarce enough
 - Because Ammo is plentiful its weak - can be adjusted to be significantly more powerful with scarcity
 - c. Makes firearms feel significantly more powerful rather than 15 shots to kill at the start
 - d. Change knife
 - Make it upgradeable, knockback/damage
 - Remove knife, change to push for position control.
 - Possibly replace the knife with a blunt object for knocking enemies down. Shove with a short cooldown.
 - The beginning of the game, the entire beginning of the game
 - a. The beginning of the game is unlike the entire rest of the game
 - This is fine if the confusion/frustration is removed
 - b. There is no queue to the player to simply run and survive
 - This can easily be resolved by having a fail state success
 - You can add an achievement for actually surviving
 - c. The map is left open to find paths
 - The map can be sealed off to more of a straight line

- The player can now be forced down the path and understand where to go
 - Also means you can use zone triggers rather than a timer
- Dollhouse segment was too short in relation to the rest of the areas of the game
 - a. More puzzles and more complex puzzles around the manikin part
 - If the baby is used too much it could lose its effect.
 - The dolls were heavily underused and could fill additional gaps.