

-Pretty appealing title screen, I don't see any faults with this! It's quite nice!

-The "Illustrations" feature is pretty intriguing as well.

-I'm very curious about how the "low" graphics will work for a relatively low res 2D game. I'll be playing on the lowest setting just out of curiosity.

-Okay, time to actually start the game!

-Oh. Oh gosh. That's... a looooooot of difficulties. IMO, way too many. I think by the time you need seven difficulties, you should probably just use a difficulty slider instead.

-Maniac mode is pretty intriguing but I have no way of knowing how hard this game will be before I get started.

-I think I will start on the hardest difficulty that isn't Maniac and go from there. I'd definitely recommend streamlining these settings though.

-Ah, upon clicking the setting, I'm given a pretty big description with lots of numbers and percentages and stats. I'd advise against this as well: as a brand new player, I have no context for what any of this means!

-Fortunately your game lets you change difficulty at any time, so I think the best approach would be to just give them a couple clear options (maybe Easy, Normal, Hard, Maniac), and allow them to decide as they play if it's too hard. All these numbers at once are difficult to really wrap my head around before I've even started your game.

-I also don't know what "game aids" are. They may be tutorials, but they might be something that makes the game easier? Perhaps some clearer language is due.

-(I turned them on since this is my first time)

-Ooh, the mouse/controller question is neat, but this is getting to be a lot of questions to throw at the player at the start of your game before introducing any real intrigue. I think most of this could just be delegated to an options menu for the player to use on their own time.

-Oh, that is in the options! Yeah, in this situation I actually would advise against the controller/mouse question; it's unclear what the question actually does, and upon clicking it I was given something I didn't want (I like to keep mouse controls on and switch between them for various purposes). Players that want to adjust their options like this will do so at the title screen or while they play, so this isn't adding much at the very beginning of your game.

-Alright! The game has started!

-I'm not exactly sure what's going on here, but it's definitely an interesting way to start the game. I haven't been given much reason to care about Helen before suddenly getting attacked by those guards, but I'm at least interested in what she's running from.



To be honest, these statues look really funny to me hahaha. I don't mind them in the game but their presence does make me take it a little less seriously.

-I'd really like to be able to play these early game fights. It's a bit of a hard sell already not having any gameplay for this long in your opening, but when you have these pre scripted fights added as well, I think it's a very easy opportunity to give the player something to do.

-It's also a good opportunity for me to learn more about the game's battle system, which I'm eager to see.

-Okay, Helen's action sequence attack where she cuts the dude like 8,000,000 times in every direction was a whole lot. I busted out laughing, hopefully it is intentionally over the top because I thought it was really funny, but if not I think you should consider toning that down a bit.

-OH I THOUGHT IT WAS OVER BUT SHE'S STILL GOING

-Okay, I'm now a bit unsure what the point of that was. The fight ended pretty suddenly, and then we switch perspectives again. I think right around now I'd like to know what's going on in this game.

-Ah okay, now I'm playing as the captain guy.

-I'm glad to finally have some gameplay, but I don't know anything about the character I'm playing as, not even his name!

-I do think it's interesting that all of these guards have the same colour hair, I'm curious about that.

-This tutorial is very well made! It establishes a lot of stuff in a natural way.

-I'm not sure why this character would ever use their basic attack when Stomp is free and does more damage...

-I'll opt for the default name of Angel for now.

-This is a rather long intro and I admit I'm losing investment.

-I think what the intro established is useful enough, but it has a lot of downtime that could be trimmed substantially. I don't think we need so much time dedicated to Helen running away and outsmarting the guards.

-In fact, I would say that the game might be much better if it started as soon as Veronica confronts Helen.

-This opening is a good character interaction, I already have a good understanding of this dynamic. I do find the writing to be a bit awkward though, it strikes me a bit as written as someone who isn't a native English speaker.

-The menu backgrounds are pretty cool!

-I think the use of the MV splash screen for the main menu is a little odd, but it is unique.

-I have to be honest, being required to shuffle around this house pressing A on everything to make sure I didn't forget something is getting irritating.

-It was cute at first going to grab the sword, but needing to also get the pocket money and move the papers out of the way and still being lost is getting old.

-I'm at the point now where I'm strip mining every tile with the A button, which is never enjoyable.

-It took so long to escape that room that I forgot what my objective is! That's really not good.



I can't tell if this is a joke about fake doors in video games, but since I don't really know where to go I actually have no idea whether or not this is the door I'm supposed to go in, so the joke doesn't really land this time haha

-Alright, in my opinion this opening has officially gone too long.

-A longer cutscene for an intro can be acceptable if it feels important to the plot or characters, but this all feels pretty inconsequential to the greater narrative, and without giving me much reason to be engaged or anything fun to do, I might find myself calling it quits soon.

-The music change when you enter that casino area is very cool!

-I understand this battle system may have some complicated mechanics, but this is a lot to throw at the player before giving them any meaningful gameplay.

-Yeah, I'm officially 30 minutes into this game and I haven't been presented with any meaningful conflict for the protagonist, nor meaningful gameplay, so I think this is a good stopping point.

Overall, my biggest recommendation would be to trim the fat. This game has a very nice presentation, and generally the vibes are great. I get what it's going for, but this intro is going to lose players extremely quickly if it doesn't introduce a good reason to keep their engagement. It already opens with a deluge of settings for the player, most of which should just be put in an options menu for the player to use on their own time. The prologue chapter had a lot of

downtime in Lady Helen outwitting the guards and doing a bunch of attacks on them, guards walking around looking for her, and generally none of it was really necessary to the actual important parts of the game (the gameplay and story). After the prologue, the game starts with you needing to roam around your house picking up various items, and after that you have to explore an enormous school and do another lengthy tutorial fight, all without really being given a reason to care about the plot, characters, or gameplay. Even for a slower burn game, players should be given a reason to care so they can get through the slower parts with anticipation for bigger moments, rather than just waiting for the game to start.

Overall Fun: 2 / 5 - I think it's likely got potential in the mechanics department. The ability to switch weapons and interrupt enemies sounds extremely engaging. Unfortunately, the extremely slow intro whittled away at my patience, and after a half hour without any interesting gameplay I finally decided to call it quits.

Art/Graphics: 4 / 5 - Outside the custom artwork which is pretty appealing but so far used very sparingly, the graphics are just ordinary RTP. This is above average presentation for this engine however, with custom backgrounds on the menus, and special tiles created for certain locations. It's clear a lot of work went into the presentation here, so while I would normally give an RTP heavy game a 3 for being "good enough", the clear effort that went into how the game looks despite the prefab assets deserves an extra point.

Controls/UI: 3 / 5 - It functions just fine. I don't really see any particular areas where it's especially bad, but overall the presentation is very cluttered and could use some cleaning up (e.g. all the settings at the start of the game, or the menus inside menus inside menus all over the pause screen). It's good enough but could definitely be cleaned up.

Music/Sound: 3 / 5 - It's mostly ordinary and generic sound. Nothing stuck out to me as especially bad nor good, other than the school theme having a very pleasant atmosphere and getting stuck in my head. It's perfectly functional but nothing special.