General Impressions

Character Impressions

Mother – Bipolar

Some sympathy for her as a victim, though she should have helped her children. Disliked how she allowed the abuse to happen, and at times refused to help her children. So like her personality my feelings toward her are mixed.

Sounds from evil mother gives me shivers, good.

Walter – Masochist

Had this feeling when he escaped he'd kill the mother.

Could be very well his pre-disposition to enjoying pain was inherent, but what made me feel a little sorry for this character, is the chance that he'd internalized pain as pleasure to cope.

Father – Sadist

Didn't like this character at all, he seemed to be the main 'agitator of trouble', and one doesn't feel particularly bad about his fate. Clear age difference between him and the mother seemed like they were married very young, so I blame him more for the mothers condition.

Don't think there was any alternative to killing the father, even though it was teased. Maybe I couldn't find it, but was tiny bit un-fulfilling.

Billy – Innocent

Soon as I saw him I figure something bad was going to happen, and its quickly reaffirmed. You build a good sense of foreboding doom. In contrast to the father you don't feel Billy's fate was acceptable.

Killing Billy is the act of damnation.
Dead Billy flash gave me shivers.

Main character – Compounded

Like how Walter mentioned that main character (paraphrasing) "said all the right things then could behave like the devil himself". This was good because it reflects in the dialog options, and if I chose to say something good then all of sudden say something bad it was explained, and I felt I was still playing true to the character.

A theme of the inevitability of fate is presented in this character. That whether you like it or not you can't change your fate, you can only delay it. At times it seems like he is powerless from making certain choices even when he wants to.

I see him as compounded is because his condition has elements of each of the other family members. Enjoys inflicting pain on himself to some degree, and to others, as well as “flippant” personality like his mother.

I tried stopping him going down the path, but wasn’t able to. In the end I had the main character end his own life. In my next play through will play the character embracing his fate rather than trying to reject it and see how it is different, and was happy to see that in my next play through it was different.

Michael – Sin

Like his aesthetic transformation as the main character committed more and more sin.

Grace

I think this character is a representation of your grace, which devil kills in the end hence a literal/metaphorical fall from grace.

Albert

Question lingers over whether you are Albert or not. Maybe Hamilton is Albert reincarnated in some way? Hence why ‘therapist’ refers as Albert.

General + Themes / Opinions

A few jump scares, did actually make me jump namely the Walter one.

Killing Billy was the most memorable part for me, particularly the cutting up when the Billy’s eyes open up as you cut his head off while he is being dismembered.

A second play through is probably required, as the text hints that a different outcome is perhaps possible. Would be bit frustrating if it wasn’t the case. (and good that there actually is different outcomes). Not so clear that there is an alternative choice.

One considers how the grey man fits into all of this, and the therapy scenes. Grey man looks like doctor in therapy scene. Are therapy scenes with god?

The theme of receiving revelation, that if someone is talking to you, it just might be the devil.

The game has variety of distinct environments with appropriate music, and good sound effects e.g running water, fire, clock . Does well to build the overall atmosphere of the game. Particularly noticeable is the stark difference between the outside and inside of the main characters home (you don’t like entering), the fade in and fade out of music from environment to environment is a nice touch.

Like the exploration between fate and self-determinism and how you give an option at the end of how one can change fate or accept it.

Like the exploration of nature vs nuture in peoples personalities.

Like how the doctor questions your perceptions of characters and events.

Issues

Don’t like how the program goes transparent and writes onto my screen at the end. Would have preferred a fade to black and the writing

- Because the minimizing is disruptive.
- Transparent means the text is placed over the players background which you have no control over thus it might be hard to see.

The little txt files placed in the desktop is a nice touch, but is easy to miss. What if a player plays the whole thing start to finish in one go?

Felt that some characters story arcs could use more closure instead of just parting ways:

- What happened to the mother?
- What happened to the brother, am sure he didn’t stay in the church forever.
- No investigation into Billy, the outcome of it?
- What was up with the Wolf? Saw him once then never heard or seen again.

Gray dialog options in shrine and warehouse suggest option that can be unlocked, but have been unable to do it, and it is not suggested that it cannot be said. So bit frustrating but maybe that is the point. Ultimately it seems like one does have control over the turn of events at times and not at other times.

POSSIBLE MAJOR BUG - If one last glimpse of pain option is selected, I find revolver cannot be used on devil and so scene gets stuck.

In church with Walter, if option “never run from me again” is selected Walters response is nonsensical as he just goes straight on to talking about his lips. He should say something like “or what little brother?” first.

With meeting with Billy in the forest he should disappear after you finish in the shrine, as it’s a little awkward bumping into him again when he says he should be running off the last time you met him, and it would make more sense he wouldn’t stick around since he is scared of Hamilton.

I have this feeling that the number of stab sounds don’t add up to the number of stabs on the character. It’s a small point but gives the world more realism.

I think Walter says “there was only ever three of us” twice in the conversation in the church. Was this deliberate?

In first meeting with Albert the line “But if you get it wrong, he will kill you!” This line could be broken into two pieces for greater effect.

Music sometimes bugs out during dialog and stops playing.

Had occasions where in house after scene with Walter escaping, go downstairs and the arrow to leave the house isn’t there.

Suggestions

What I think might be good is adding some kind of sound to the character e.g mother whimpers on certain dialog. Father grunts etc Right now they have the look and text, but are lacking sound which would humanizes them even more.

Areas feel underutilized, maybe some kind of notes could be left on certain objects to add more description to the world.