

Issues

1. **I don't understand** (explain what)
2. **Boring** (lacked engagement or excitement)
3. **Unclear** (hard to follow/understand)
4. **Unreasonable** (contrived/does not make sense within the context of the story)
5. **Inconsistent** (character or plot elements feel out of place or contradictory)
6. **Lacks description** (needs more detail to create a vivid picture or emotion)
7. **Too much description** (overwhelming or bogs down the pacing)
8. **Too slow** (pacing drags or events take too long to develop)
9. **Too fast** (events happen too quickly without proper buildup)
10. **Jarring** (tone change or something out of place, like humor in a serious scene)
11. **Preachy** (feels like it's trying to deliver a moral or lesson too obviously)
12. **Confusing dialogue** (hard to track who is speaking or unnatural speech)
13. **Weak conflict** (stakes don't feel high enough or conflict is not compelling)
14. **Unconvincing emotions** (characters' reactions or feelings don't ring true)
15. **Flat characters** (characters feel underdeveloped or lack depth)
16. **Overly convenient plot points** (things work out too easily, avoiding conflict or challenge)
17. **Repetitive** (the same ideas or words are repeated unnecessarily)
18. **Predictable** (plot twists or developments feel too obvious)
19. **Unrealistic dialogue** (characters don't speak in believable ways)
20. **Awkward transitions** (scenes shift too abruptly or don't flow smoothly)
21. **Lacks stakes** (there's no clear consequence or risk, diminishing tension)
22. **Info dump** (too much backstory or explanation in one place)
23. **Clichéd** (relies too heavily on overused tropes or ideas)
24. **Out-of-context details** (details feel irrelevant to the story)
25. **Unresolved plot point** (an important thread is left hanging or underdeveloped)
26. **Too many characters** (difficult to keep track of who's who or why they matter)
27. **Over-complicated** (plot or worldbuilding is overly convoluted or confusing)
28. **Inconsistent tone** (shifts between moods that don't fit together well)
29. **Bad names** (Name of places or people that are too incomprehensible or not fitting)
30. **Anachronistic phrasing** (a style of speech or writing that feels out of place and time)

Liked

1. **Found intriguing** (draws curiosity, wanting to know more)
2. **Enjoyed the atmosphere** (setting and mood felt immersive)
3. **Moved emotionally** (made me feel deeply, such as sadness, joy, or anger)
4. **Good character moment** (specific scene where a character stood out or developed well)
5. **Drawn into the story** (felt fully immersed, hard to put down)
6. **Found funny** (genuine moments of humor or wit)
7. **Enjoyed poetically** (beautiful or impactful use of language or imagery)
8. **Encouraged deep thought** (provoked reflection on themes or ideas)
9. **Related to a character** (felt a personal connection to a character's experience)
10. **Powerful dialogue** (dialogue that stood out as particularly strong or memorable)
11. **Great pacing** (the flow of events felt just right, neither too fast nor too slow)
12. **Unexpected twist** (surprised by an unexpected turn in the plot)
13. **Visually vivid** (could easily picture the scene or action)
14. **Strong opening** (first few pages grabbed attention immediately)
15. **Memorable closing** (ending left a strong or satisfying impression)
16. **Felt tension/suspense** (felt on edge or concerned for the outcome)
17. **Resonated with themes** (themes stood out in a meaningful or impactful way)
18. **Authentic relationships** (felt the characters' relationships were believable and engaging)
19. **Strong worldbuilding** (setting felt rich, well-developed, and immersive)
20. **Character growth** (noticed strong character development throughout)
21. **Effective use of symbolism** (appreciated underlying symbols or deeper meanings)
22. **Lyrical writing** (appreciated the beauty and rhythm of the prose)
23. **Surprising but satisfying** (unexpected developments that made sense and added depth)
24. **Compelling antagonist** (antagonist felt complex and interesting)
25. **Emotional catharsis** (provided a satisfying emotional release or resolution)

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