

What is your feeling after playing the game? Use 1 word to describe

4 responses

interesting

amazed

Frustrated

worried

Can you understand what to do? How and why?

4 responses

Yes, I think the rules are clear

intuitively I moved around the space, I felt impelled to walk through the colour spots

I got through all of the puzzles and the last(?) one with the persona I got stuck on. I couldn't tell if I had done something wrong or if the puzzle was broken and I eventually gave up.

Yes by the later stages in the earlier stages at the start i actually found it less clear

What is your most favourite aspect of the game?

4 responses

Use color to get through

Dying

The links to psychoanalytic theory were interesting. I'm a big fan of Yung's work, not so much of Freud's. I would have liked to see what other adventures the shadow would go on after they kill the persona

Having to puzzle out the order in which actions need to be taken

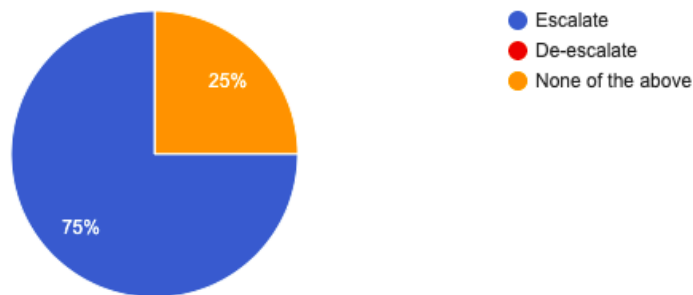
What is your least favourite aspect of the game?

4 responses

- Not least favorite but think the art could be better
- It was hard to read all the text when it's so far from where my attention is (on the colours)
- Getting stuck at the end. Also the sound of switching colours was abrasive
- the sudden ending and lack of payoff for finishing

Among these 3 words, choose one that best describe your experience throughout the game

4 responses



Is there anything you still don't understand?

4 responses

- Just one point is that the range of activated color blocks is a bit large, sometimes it will activate color even though avoid shapes
- Nope and everything
- The ending. Why is the shadow killing the persona?
- No

How would you describe this game to your friends and family?

4 responses

It is an interesting game using color to help player get through

Amazing

A short narrative puzzle game about the shadow self trying to kill the persona

Abstarct opuzzle game with depressing overtones