

Play Duration

Total Playtime in Seconds	4494	4494
Average Play time in Seconds	642	642
Average Play time in Minutes	10.70	

Functionality

Able to Complete	86%
Unable to Complete	14%

Total**Experience**

Electronic Game Experience	Never 1	A few 3	Occasional 2	1/week	Consistent 1
Text-Driven Game Experience	Never 4	A few 3	Occasional	1/week	Consistent
Entertaining?	I Hated it	Mostly Unentertaining 1	Some entertaining, Some were not 1	Mostly Entertaining 3	Entertaining 2

Selected Experience Descriptors

Boring	1	Funny	1	Satisfying	0
Charming	0	Goofy	2	Short	1
Childish	0	Hilarious	0	Silly	1
Clever	4	Illogical	0	Simplistic	0
Compassionate	0	Imaginative	3	Smart	0
Compelling	0	Interesting	0	Snarky	0
Condescending	0	Intriguing	2	Spiritual	0
Confusing	0	Introspective	1	Strange	0
Cunning	0	Judgy	1	Tedious	0
Cute	1	Kooky	0	Thematic	1
Deep	1	Lengthy	0	Thoughtful	1
Demanding	0	Mildly Frustrating	1	Thought Provoking	1
Empathetic	0	Pathological	0	Timely	0
Enchanting	0	Plausible	1	Tongue-in-Cheek	1
Engaging	0	Predetermined	1	Unfunny	0
Entertaining	1	Ridiculous	0	Violent	0
Enjoyable	1	RNG (Random Number Genera	1	Witty	1
Fun	3	Sacrilegious	0	Wordy	2

Additional Comments

RNG means Random Number Generator which means that the player doesn't matter in the decision making, they have no control of a good or bad outcome.

When you walk away from the game you feel that it was a "gotcha" because the God wasn't a real God. There is a deeper message in your work, "it matters how we treat each other."

I think you should force the player to be both characters, to put the shoe on the other foot, forced to switch perspective, that would make my intention come across.

Bump up font 2-3 points

Don't tell me how to think, leave me wondering about the parable.

Liked your voice, fun and light

Liked that there was more than one way to win

tried a few different combinations

really fun

you put a lot of time into all of the various directions

perfectly simple and easy to follow

really enjoyed the writing, it's fun and bouncy and tongue in cheek, very confident voice here

no glitches

add illustrations to the game, see the human walking on lava and the pit of snakes, and the army, and click on pictures instead of text, loved

your steven universe illustrations so it would be fun to see your visual artistry in this game too!

could shorten some of the text

I lost the follow through of the lesson of the game. I tried to win and was benevolent/empathy gave back the book and still lost!

Love the switching half way through to see the other side of the story, that's a good device and a good message.

Love the voice, quirkily, sassy tone, funny humor

too much text on the page

wanted to play the vengeful god longer, more enjoyment out of playing that role.