

## FEEDBACK ROUND ONE: INITIAL FLOWCHART REVIEW

- Doesn't have the essence of Edith Finch. Think about Edith's relationship with her grandmother Edie, and her belief in the family curse. Did her grandmother start the whole thing?
- Add creator notes about Edith Finch as an unreliable narrator.
- How does the player know that one person has eaten your family? And does that person know it was the witch?
- What triggers the witch's decision to tell the truth or not?
- What if the player doesn't want to kill the witch. This is where you will get pushback from players during playtest. They don't want to be told what to do or what to feel. The player must have an option to not kill the witch.