

What went well:

- I'm proud of my art
 - I like the aesthetic of my game and it fits the feel and give the player the exact information they need.
 - The players that test my game said that the game was highly readable.
 - The minimalist style fits the feel of the game.
- The places that I put a lot of effort (lock picking scene and TV scene) felt good.
- Ludonarrative synchronicity
 - The lock picking scene works because while it is difficult there is little sign posting, that is what the main character is feeling.
 - Levi doesn't know how to pick locks and neither do you.
 - However, if you do know how to pick locks, the mini game is similar enough to the real thing that you can easily pick the lock.
 - In this case Levi actually knows how to pick locks and he gets through
 - The final TV scene where the tape falls out of the bottom of the TV
 - In one of the earlier tapes, Ted tells you that when someone says you have a choice with only two options that they're lying.
 - Later he does that exact thing and if you're paying attention to this, you get a massive hint to the solution.
 - The frustration Levi feels during this challenge is shared by the player. In testing players would usually shake the mouse which would push them towards solving the puzzle.
 - I also put tapes on top of the TV which players would push off the top instinctively which would further push them towards the solution.
- It was funny
 - Players laughed at a few bits of the game.
- The sounds
 - I made all the music for the game and recorded most of the sounds.
 - These helped enhance the feel of the game.
 - I really wanted to make a game that felt good.
 - From the talk you gave on sound, I knew I could use this as a tool to enforce the vibe from the narrative.
- Every player figured out how to get to the end without any help.
 - Besides Riley

What went wrong:

- Literally everything.
 - I over scoped to hell and had to cut the game in half.

- There was supposed to be 2 more challenges and another set of hidden blue tapes from Ted's son. These tapes would show Ted's darker side and him trying to act as a father and husband.
- The red tapes were supposed to be videos Ted recorded and unintentionally gave hints to where the next puzzle was.
- Originally, Ted wasn't supposed to talk directly to you until the end and there were supposed to be more tapes.
- The house was supposed to have more rooms to explore with art to show them.
- The tapes were supposed to have small animatics to go with them running at like .25 fps.
- It's only kind of funny.
 - The jokes are there and most of them work but the game isn't as funny as I wanted it to be.
 - A game that calls itself "dark comedy" actually has to be deserving of that genre and I'm not sure I hit the mark.
- The writing is kinda objectively bad.
 - There are so many aspects of Ted I wanted to show and I wanted him to feel like more of a main character and like the story was more about him than you or Levi.
 - Towards the end of the story, I wanted the narrative to turn and show Ted's darker side and how his children feel conflicted towards him based on his abuse. Each child would have a different take away where one would be completely hateful and resentful towards Ted because of how he treated his son. Another would still always want to help take care of him because she loves her dad and recognizes that Ted is sick.
 - These themes didn't really get touched on as directly as I would have liked.
 - Also the ending doesn't really satisfy me personally. I wanted it to be open ended and a kind of "well it's up to you, what will you do with the money"
 - I also wanted to draw more parallels between Ted and Levi and sort of make the player want to differentiate themselves from Ted.

What I would do different:

- Other than trying to fix the things I mentioned above, I would have started work like a month earlier.