Critiques and suggestions for Game developer of *The Legend of Pencil.*

I liked how the game not only has a story, but a whole world it takes place in that has its own lore. I can see in the beginning that you've been playing a bit of Undertale from how similar the intro looks.

The sound effect for the text scrolling was quite unique, and it seems very fitting. Perhaps each character could get their own text-scrolling sound effect that matches their personality.

The puzzles that the game has are well executed. You treat the player as if they were smart and allow them to figure out all the aspects of the puzzles themselves. It's also cool that the puzzles teach the player how to use new mechanics correctly, that is an example of some good game design. While the 4 tile puzzle was well designed, the tiles were kind of small which led to many times where two tiles would be pushed by accident. Making the tiles larger should fix this problem so that the movement of the player is much more loose for the player to move up to the tile they want to push instead of moving a slight amount of pixels just to be able to push one single tile.

Some of the sound effects, such as the boulders collapsing, hurt my ears since I was wearing headphones. I was expecting the volume of the sounds to be only slightly louder than the background music, but it ended up being much louder than expected. I had to turn the volume down all the way which made it hard to hear the music.

I kind of wish the pencil wouldn't get stuck in the wall behind me as I threw it. I don't know anything about the engine you're using, but I'm assuming this could be fixed by spawning the projectile right in front of the character instead of starting behind.

The rolling ability seems kind of short for an ability that's meant to be used for dodging, and seems to be easily spammable. If the dodging were to occur for a longer animation time, as well as to have a slight delay before it can be used again, then it would feel much more natural and useful for combat.

Some of the pixel ratios don't seem to match with one another with some pixels being larger/smaller than others. The pixel art should always be at one consistent ratio to make everything feel like it matches with one another. Having different ratios makes the art unpleasant to look at and its style becomes completely out of place, and all over the place.

Overall, while this game does have some rough edges that need to be smoothed out, I had fun exploring the levels of this game and it's mechanics; as well as the story it has going for it.

I hope you found my critiques and suggestions to be helpful.

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