

General Notes:

- The game on its own still does a very poor job of conveying the concept of the lion guard on its own.
- We should work on making the lions not teleport to the center of the screen when they're clicked, people didn't like this.
- The majority of people all think the speeds for the Herders, Lions, and Poachers are all perfect, although people are most concerned about the Poachers, with only 72.7% of them being fine with the movement speed.
- The majority of players found redirecting everything to be a good balance between difficult and challenging, but they are seasoned video game players, so we might need to make it easier for our target audience.
- A lot of people could not tell the Poachers and Herders apart, visually. Some color correcting on one of the two might be necessary.
- 41% of testers said the icons for Herders, Poachers, and Herders were a good representation of the culture we're trying to represent. However, this was the largest section of the answers, with the other 59% being split into some variation of "No", or "What?", which could very well be attributed to the QA for this test session failing to show the rest testers the art assets for the game, or what inspired them.
- The game needs a lot more feedback so players can know when they've lost a life point.
- Need to implement the countdown timer soon.
- We need to make sure that if players are sending things off to the left or right of the screen, that they're not unknowingly sending things into the spawners, and having health taken away, that seemed to happen a lot.

Personal Notes:

- When explaining the lion guard, I have to explain that the lion guard are not actually on the screen, but are instead the player.
- I failed to properly get people's input on the art direction of the game, it was entirely my fault, and it could hurt us going forward now.
- I didn't need to set up 3 computers, at least one of those could've been used by another team.