

1) What are your feelings about these Main Menu concepts? What would you change about them? Which one do you prefer?

I'd prefer the first (blue) if it had some built in features. Firstly, this home screen has light aspects built in, specifically the lights in the windows, and the moon. While it could add unnecessary GPU usage, allowing windows to flicker, certain ones to be out, and turning on and off sporadically, would add to the creepiness of the house, making players feel as if the haunts are truly in the house. While not as dramatic, adding dynamic lighting would add to the quality aspect of the game.

Secondly, fog would add to the quality feel the game would provide. Having the flowing fog used in things like fake smoke or water movement would make the house feel like it is on an actual hill versus an image with text on it.

2) What are your feelings about this In-Game User Interface concept? What aspects do you want to be kept, and what aspects do you want to be changed?

- **Hovering over the next turn would show the order of player turns:**

Hovering over the current (next) turn icon on the top of the screen would allow people to see the turn counter of the match. In case games run long, conditions arise where people might be distracted, or games have the ability to pause and be resumed at a later date, allowing players to have a place to see the order of turns would remove the stress of not knowing when your turn is (even though the basis of the game is planning turns), and being able to use other players stats to perform multi-staged turns.

- **(If implemented) the player icons on the side would be in top down (or left right order) of the direction of player turns.**

To completely counteract the idea above, if the game had a bar on the side that listed every player's icon, they could be listed in order of turns. They could either rotate with the top player being the ones who's turn it is, or have them stagnant, with a larger icon or highlight over the current player's turn, opening up the top corner for something more specific (or possibly a settings wheel).

3) What features or information would you like available to you if you were to play a demo or final release of this game?

Audio effects:

- Add a randomly generated soundboard that plays random sounds to scare people (both quiet and loud)
 - Sounds can be haunt specific

- Clean up the inventory
 - While all considered a player's inventory, having more separation between items, omens, and any other collectables would be nice.
- Scrollable map
 - Allow the map to either be scrollable (second floor top, basement bottom), or in either direction with the ability to use the mouse to drag around the screen.
 - With extended games, maps can become quite large, and having a zoomed out map, one that needs both the vertical and horizontal scroll to look around even a single floor would be a turn off for smoothness of play.

4) Do you have any other questions, comments, or concerns?

- **Multi Monitor:**

While it is partially a stereotype, I do believe that many people who play intensive board games online have a PC (or laptop) setup with multiple monitors (or a single ultra-wide (21:9 or 32:9) monitor). This being said, Betrayal has many aspects of the game players may want to be focusing on at once. While early games with only a few room tiles being placed may provide room for “multi-tasking,” longer, multi-floor games may provide players without enough space to properly play. Seeing as this game was meant to be played on a whole table with room for all three floors plus every player's items, a single monitor might not be enough room to concentrate on both the play field and inventory without multiple windows (or pop-ups) to click through.

This is where multi-monitor support would come in. While not necessary, a dual monitor setup could provide players with the ability to have two play fields, the game, and the inventories. On one screen, you could have the map with more open space, possibly for all three floors at once. On the other monitor, you would have the inventories for all players. So, instead of using the inventory system listed below (or concurrently), you would have a full scale of each person's inventory, allowing lobbies/players to plan turns ahead of time, relying less on the perfection of vocal communication, or slow speed of typing.

- **Player Icon Inventories:**

One idea to further extend the interaction of the game is to be able to interact with people's inventories. My idea would be clicking on peoples player icons on the map to open their inventories. While not specifically mentioned in the rules this game relies heavily on player communication, specifically things such as the stat dial (to determine who can move where, and who can tank what), and items to modify said stats. There are two ways this could be implemented, with the ability for players to click on the player icons on-map, or on a hot bar on a side of the screen. Both allow a similar, if not exact copy of the current players inventory always displayed on screen.