Playtesting – Use one or both of these for the report (change Issue into sentence formatting)

Issue: Tile movement costs were unknown to players and it became frustrating trying to guess the movement cost.

Why it was a problem: Players would add some movement to their character, try to move, switch back to their hand and add more movement cards, then repeat until they were able to get where they wished to go. As well, lacking a card when a rampaging enemy attacks a player as a result of incorrectly guessing the number of move points to move locations can lose the fight for a player. These factors very quickly slowed the game down and made it tedious. To rectify the problem tooltips were added to every tile that displays the movement cost of the tile after the mouse hovers over it for approximately a second.

Issue: Confusing combat

Why it was a problem: Players didn’t understand the ranged phase of the combat or why you couldn’t damage an enemy without killing them. Players were also not understanding that you could only block one attack at a time and that the block points were reset upon each block. As a result the tutorial was revamped and each major section was broken up into multiple parts. The combat portion of the tutorial was broken up and expanded upon. Each phase was clearly explained on new screens with added information. Additionally, while in combat the abbreviations for different attack types were expanded into their full names to make it clear to the user what each meant and how many points of each the user had. Different attack types and blocking them were also updated in the tutorial to explain how they work.