**Beta Playtesting Feedback:**

Please fill out the following questions in the boxes provided, about our game in as much honesty and detail as you wish to provide. Be as specific as you like.

What do you think of the overall theme and design of the game? Is it consistent?

|  |
| --- |
| Didn’t like the ground texture mixed with the low poly. Muted ground colour compared to level. |

How accessible and appropriate is the UI in the game? Is it consistent?

|  |
| --- |
| It is consistent |

How do you feel about the games controls?

|  |
| --- |
| Preferred the old control scheme |

Is the objective of the game obvious from the start?

|  |
| --- |
| Tutorial a little too restrictive |

What do you think about the difficulty of the game? Is it too hard? Too easy?

|  |
| --- |
| Too small a window of time, farmers radius too harsh, gates on different sides? Fences should open the direction you're facing. |

Stop the game after winning the tutorial