Questionnaire results as of the 19th of March 2021

We wanted our testers to play the game without any tutorials but there would be a cheat sheet that would guide them.

These are the results:

* While it was confusing at first, most got the hang of the game and its core mechanics.
* There was question about the ‘Overworld’ but this is a known WIP part of the game
* It was suggested to have the adventure tracking or a type of reminder that there are adventures in progress or a reminder to check the journal somewhere a top the screen.
* At the end of the session most agreed that the game was easy and fun to play
* Most found the click then drop unintuitive and it is suggested to use drag and drop.
* There was a suggestion to use the middle mouse button to pan around the world.
* Most felt there was a flow to the game, which falls into how easy the game was to grasp and play.
* There was a request for info tool tips (perhaps reduce the time to appear)
* There was a suggestion to add an autofill option, a function whereby you click, and your party will automatically fill to what the Computer thinks is best for that quest and to use ‘Shift/Ctrl’ as an option.
* There was an issue with the UI, whereby in equipping adventurers to the quest and then click out and back would result in the UI not displaying properly, only halfway or reset to hide on the edge of the screen.
* There were issues that the turn button was clicked too many times by accident.
* Slot categories have no consequence or relevance (this is a WIP)