Incursion Feedback ToDo List

**1 = Highest Priority, the higher the number, the lower the priority.**

1. Fix shotgun turret targeting –> Reduced Fire rate from 1->0.4, targeting works now
2. Make barricade towers cheaper -> 50->25
3. Remove/ sell placed towers
4. Increase time between waves -. 20 to 30 seconds
5. Make the no-build zones more obvious to the player – Added UI prompt
6. Reduce music Volume Reduced the main menu volume from 0.5 to 0.4
7. Increase difficulty (possibly more enemies per wave, more waves, increase enemy health, less points awarded etc)
8. Have HUD show the key for opening the store while in-between waves.
9. Increase shotgun damage output (more damage per pellet/ more pellets/ wider spread) -> Reduced Fire rate from 1->0.4, increased pellet damage from 5->8 increased spread to hit more targets
10. More Turret Types
11. More Enemies types
12. Hide other UI when the game is paused
13. Audio volume settings
14. Mouse sensitivity options
15. Look into performance on different devices