Most common issues seen:

* People took a while to notice the unit summoning minions
* Health bar was relatively unnoticeable and people couldn’t tell they were dying until they were already dead
* Players would just send out massive waves of minions rather than think about it
* Having 5 resources but only having 3 of them be used was a bad idea for this first playtest (players would end up gathering a lot of worthless resources)

Most common feedback received:

* It’s hard to tell what’s going on with the board because everything happens instantly (add animations to make the board’s flow clearer)
* Maybe having players play on the same board could add a layer of complexity and interaction between the two opponents
* It’s unfair having luck be a factor in who gets more resources (if kept to two boards, make them generate from a seed)
* Have a network lobby to find the game easier
* Make it so host cannot start playing until a second player is found
* Add a reset button to quickly restart the game
* It’s not super necessary to have the opponent’s resources visible (especially if you can’t see the minions they can summon)
* Dedicate a resource towards somehow sabotaging the other player
* Instead of having minions constantly attack the enemy castle, just have them be “consumed” upon reaching it and deal a higher but flat amount of damage.
* Maybe have a button to use every resource you have to summon all the minions you can

Prioritized List of Changes:

1. Animate the board to make actions clearer
2. Change it to a single board rather than two (and playtest to see if the change is worth keeping)
3. Make it so the host can’t start playing until someone else joins
4. Add a victory condition to end the game
5. Add a way to reset the game quickly
6. Add more units (meatshield, suicide bomber)
7. Balance the units
8. Add sabotage and dedicate one resource to it
9. Remove enemy resource from UI and move the player’s resources to a clearer place
10. Use network lobbies to find games quicker