Most common issues observed -

Players have a hard time managing their attention between the game board and the unit menu

Players did not take the time to read the unit's descriptions since the game is fast paced

Most common complaints/suggestions -

Focusing between the game menu and the board should be made easier/more fluid

Allow moves during a combo instead of having to wait for animation to end

Prioritized list of changes:

* Add keyboard input to unit summoning UI
* Make Unit Summoning UI bigger and easier to read
* Implement starting help menu to better help the player understand the rules and what the units do
* Slow down animation so that it's easier to tell what's going on
* Add a number popup to show the exact amount of resources a player gets from a match
* Make the selector easier to see (lighten color of selected tile)
* Implement a way of making matches during a combo
* Start creating art assets