

Panel notes

Jed:

showed up late so think chongsheng has notes for that

maps feels small (not in a bad way) now you have other enemies to worry about and avoid/engage (decent size for 2 people)

ignored combat options after picking 1, didn't feel necessary

irritating having the combat options pop up every time

fight button seems inconsistent and auto initiating combat seems more intuitive

defensive options feel useless because u are only prompted when you attack someone so why would you choose defense

big UI isn't bad and it doesn't feel like it is intrusive of the game

we have a game and it works as a game but quality of life stuff isn't there yet (UI stuff) and key tech isn't present

started too easy and overpowered against bots

gave up because he died while discussing the game

have one really powerful POI or something that people really want to fight over or a final goal at the end to capture (final boss esq)

too easy to prey on small hordes because you can control multiple hordes across the map instead of typical io games where you only have one. so it would work in the 10 mins but not continuous play

hard to tell when they are moving towards a poi

wanted different colour flags for different players

Sarah - streaming consciousness feedback

liked the welcome overlay

couldn't see UI still

didn't notice fight button on the other panel to attack shape

didn't know any of the controls

not being attacked so feels too passive

killed a horde really easily and didn't know why

wanted to see fight clearer

double click instead of right click for move?

scale feels off

didn't feel rewarded from doing anything

lots of empty screen space with no hordes, no pois etc

the enemy horde highlighting doesn't fit into the world

is an image better than words for the attack patterns

and wants it set instead of doing it for each fight

bots are too passive

wishes to control everything at the same time or same instant (like turn based)

doesn't want an end game feature, likes the drop in and out but still wants some tension

combat sound effect should only play if involving local player

fix bots going back into battle too often

make spawn point invisible

allow killing bots to the death?

lock camera to a closer level (well max level) which fills the screen more and allows you to actually be part of your rat horde not some random god and when your horde gets too big you will actively want to split because you can't see your horde