## Tilo

Dislikes:

* Show info all the time
* Font tiny
* Queue of mutations
* Too much text for mutations: symbols for effects
* Hordes in combat: who’s targeting who?
* Balancing and pacing

Bugs:

* Names disappear
* Mutations are off the screen
* One of the hordes can't go to an enemy POI
* Fight not registering

Wants:

* Exterminations
* Automatic Strategy: war, growth, etc. not spamming each time
* Indication of how well you're doing
* Leaderboard on screen
* Domination endgame: death, big ending
* Heavy on the strategy
* Voting/council
* Visualise simulation over time and how it affects the game

My Observations:

* Tilo is not using the mutations

Next Steps:

* UI tweaks
* Clearer indication of game state
* Fixing clicking bugs
* What to do at end of 10 min? Big event

## Michael

Dislikes:

* Not clear whose rats are whose
* Map too big
* Combat options actually useful?
* Scale too zoomed out - can see everything for the sky: fog of war
* Endgame: boring, game event
* Scrap split fight

Bugs:

* POI not capturing
* Dead hordes in combat
* Edge of map
* Glitchy split button

Wants:

* Direction indicator
* Forced fighting/conclusion
* Different colour rats per player
* Direct the meta
* Guide to splitting horde
* Growth bar, states for growth and cheese instead of numbers

My Observations:

* None

Next Steps:

* Controls & UI
* Endgame: leave the game for a reason, not dying or

## Luke

Disliked:

* Not circling which one is selected, but Ui showed
* Not clear what mutations do: indications showing off screen
* Mutation system unclear

Bugs:

* Fight bug
* Name disappearing still
* Not capturing POI flag white
* Camera locked onto someone else’s horde

Wants:

* Decrease mutation rate
* Upgrade menu
* Indication of cheese/how well you're doing
* Visual indicators
* Different things you get from each POI

My Observations:

* Auto select first/only horde as he struggled to figure it out

Next Steps:

* See wants

## George

Disliked:

* Clear what you're taking over

Bugs:

* Buggy POI
* Fighting humans not triggering death animation
* Split horde has negative numbers
* Text stuck from mutation
* Stuck on one rat
* Random camera movement

Wants:

* Interaction with map a bit more, placing objects
* .io game: little fish can kill big fish - ours isn't like that
* Build up hordes in 8 min then destruction for last bit of game

My Observations:

* None

Next Steps:

* Macro gameplay: what is the benefit of a strategy? Obvious to capture settlements, leave defensive ones and build attacking horses
* Fun gameplay though
* Clean up things: abilities (make clearer what they do), GIF of what they do, icons
* Tutorial system

## Aaron

Disliked:

* Too many things to control at the same time

Bugs:

* Fix bugs

Wants:

* Bigger POIs
* Small on-screen leaderboard
* Interaction on the screen, see results from other players - their cheese size
* More pressure
* Different difficulty levels
* Flying rats?

My Observations:

* Default split 50%
* Controls hard initially
* Didn't realise zooming

Next Steps:

* Restrict time or keep open ended
* Just tweak the fun