

## Demo Day Notes Template

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Which features of your project worked the best or were well received during the demo?

- Game has a lot of promise
- Transition from overworld to battle mode (and back) was clean and made sense
- Enjoyed the options and layout in battle mode
- Liked the different terrain tops and their functionality
- Liked the random encounter mechanic
- Liked how the combat system worked (in console/testing)

Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?

- When navigating menu, the current implementation only uses left and right making menu navigation confusing; adding up and down would improve clarity and user experience
- Adding more text and visuals to describe the battle mode and what options the player has in battle
- All visuals were rectangles; upgrading to sprites would add more finish, clarity, and quality
- Add music to create more atmosphere and ambience

Did you notice anything surprising or unexpected? Did users find any bugs?

- The player can go out of the visuals of the map, while being within the bounds of the actual grid
- The only functional combat option during battle mode is "flee"
- Directional signifier block on player unit is inconsistent