Friends Feedback: This feedback is limited due to the state of the game with it missing core mechanics and not currently working as intended

Friend 1: idea “I have played games where you killed so many enemies it gives you a power up (freeze time, bullet speed) idea 2 boss enemies after certain number of rounds. I like the freedom of the player's character and interaction.

Friend 2: Idea the appearance of the turrets will change when you upgrade them and improve performance. I am aware that this is a protype but adding details would be nice.

I appreciate the honesty my friends give me it allows me to know they care and want to give me honest Feeback.

Chat GPT Feeback and ideas( I pasted them in because I got it from chat gpt)

### **1. Gameplay Balance:**

* **Enemy Variety**: Introducing a variety of enemies will make the game more engaging. You could start with basic enemies but gradually introduce more complex ones (e.g., faster enemies, flying units, or tankier units that require more firepower to defeat). This can make the player adjust their strategy over time.
* **Difficulty Curve**: One thing to pay attention to in a tower defense game is the **difficulty curve**. If it’s too steep too quickly, players can feel overwhelmed. A smooth progression is essential to keep things fun. Introduce waves with small increases in difficulty, and then add some "boss" enemies that are more challenging but rewarding to defeat.
* **Wave Variety**: You could also have different kinds of waves: one wave could have a lot of small enemies, while another wave could have fewer, stronger enemies. Mixing up the wave types will prevent the game from feeling repetitive.

### **2. Resource Management:**

* **Resource Generation**: How resources are generated and spent will play a big role in the overall strategy. You might consider adding resource nodes or passive income (e.g., resource crates, or a certain amount of income per wave). That way, players will need to balance between defense and resource accumulation.
* **Resource for Special Abilities**: Consider allowing the player to spend resources on **special abilities** (such as air strikes, freezing enemies, or temporarily buffing their towers). These abilities could help the player out in tight situations and would add an extra layer of strategy.
* **Tower Maintenance**: In addition to building and repairing, you could add an **upgrade system** for towers. The player could spend resources to upgrade existing towers for better damage, range, or special abilities (e.g., slow down enemies or splash damage).

### **3. Player Agency and Engagement:**

* **Direct Combat**: You mentioned that the player can shoot enemies, which is a great way to give the player more control. This adds more **player engagement**. Just make sure that it doesn’t take away from the tower defense element. If the player is too distracted by shooting, it might lessen the focus on strategy. You could introduce a cooldown or limited ammo to balance shooting with managing towers.
* **Player Abilities**: You could give the player additional abilities, like placing temporary barricades or activating a **"repair station"** that heals nearby towers. These abilities could be linked to the resource system or cooldown timers, making them feel more like a tactical option than a crutch.

### **4. Map Design:**

* **Road Variety**: Consider having multiple paths that enemies can take to reach the base. The player could place towers at **intersections**, forcing enemies to choose paths. This gives players more room to strategize about where to place towers.
* **Dynamic Map Elements**: You could add dynamic obstacles (such as **moving walls**, **gates**, or **bridges**) that the player can interact with to modify enemy paths. This would require some clever coding, but it could be a fun way to make the player feel like they’re manipulating the environment in their favor.

### **5. Turret and Enemy AI:**

* **Turret Targeting**: You might want to have an option for the player to prioritize **specific enemies** (e.g., focus on the fastest enemies, or strongest ones). Right now, turrets may fire at whatever comes closest, but giving the player more control over turret targeting can make a big difference in strategy.
* **Enemy Behavior**: For more depth, you could consider adding **enemy special abilities** (e.g., enemies that can stun towers, or ones that get faster as they get closer to the base). This forces the player to adapt their strategy on the fly.
* **Enemy Swarming**: Enemies could "swarm" in specific patterns, forcing players to think about placement strategically. Swarms would also encourage the player to upgrade their towers or build more powerful defenses.

### **6. User Interface (UI) Improvements:**

* **Visual Feedback**: You might want to include visual feedback when the player builds, upgrades, or repairs towers. This could include animations, such as a "construction" animation or a "repair" icon above the towers.
* **Tower Range Indicators**: It would be helpful to display **range indicators** when the player selects a tower to place. This shows them exactly where the tower can attack, helping them make better decisions about where to place it.
* **Resource Display**: Ensure the **resource counter** is clear and accessible. You could even consider adding a **quick resource summary** (e.g., how much is earned per wave or tower).

### **7. Tutorial or Introduction:**

* **Early Game Guide**: A short tutorial at the beginning of the game can help new players understand the mechanics of placing towers, shooting enemies, and managing resources. A brief introduction can guide the player without overwhelming them with information.
* **Tips During Play**: Offering **helpful tips** during the first few waves can help the player understand core mechanics and help prevent confusion. For instance, after the first few waves, a message could pop up: “Remember, you can upgrade your towers by clicking on them!”

### **8. Polish and User Experience:**

* **Sound Design**: Adding sound effects for shooting, enemy movement, tower actions (building, upgrading), and wave alerts would greatly enhance the gameplay experience. Background music can also set the tone for the game.
* **Animations and Visuals**: If you haven’t yet, consider adding some **basic animations** for the towers and enemies (such as turret spinning or shooting, or enemies reacting to damage). This can make the game feel more alive and immersive.
* **Victory/Failure Feedback**: The game should have some clear indicators when the player wins or loses a wave. Animations and messages that celebrate a victory or warn of defeat can help improve the emotional experience.

**Feedback Implementation**

I agree with all things that were said, and I think that all of the feedback i have on this paper could be implemented to make the game more fun and interactable. I just think that my main mechanics do not work as intended yet. The big ideas that I think I will use are the boss/ enemy variation. A robust resource system for incorporating the building and repairing of turrets and upgrading as well as Obstacles. I also like the idea of giving the player abilities, but I'm not sure if it's smarter to do it in a way that requires resources or just something the player can do on cooldown. Lastly, giving the game more detail with better models and animation should be a priority. In the end i am working towards a working playable game and as long as i achieve that it will be a win for me