This second playtest was done with a group that have never played RTS games before. This time the game had a fog of war, hotkey features, additional buildings. We have since created a playtest questionnaire to help us gather the results more effectively.

Feedback results:

1. Players used the mini map but wanted to be able to interact with it.
2. The players didn’t understand any of the buildings except for the farm.
3. They were unclear on the character interactions. They needed more animation or visual feedback.
4. They found the difficulty of the game to be alright.
5. They found the hotkeys (key input 1, 2, 3) useful.
6. They felt that it was hard to distinguish between different units. They looked too similar.
7. They didn’t really know what a fog of war was.
8. They thought overall the game has huge potential and was very enjoyable.