This fourth playtest was with a group of people who have previously played our game in the past. This time the game had health bars, pause menu, and an minimap that you can interact with.

Feedback results:

1. A player wanted an indicator in the map to see where he was, similar to Starcraft or Dota. Players couldn’t drag or move the minimap and found the symbols hard to see. Some found the position to be off when the minimap is clicked.
2. They didn’t understand the storage or wonder buildings. They wanted to have a base model for the buildings, as the buildings are currently just cubes. They don’t know what the house did and forgot what the wonder building was. They asked for more descriptions in the game, like what units do and what buildings do. One found the defence tower to be useless since the units have the same purpose.
3. A suggestion was made on changing the mouse icon over clickable elements. For example the mouse can change to an axe when hovering over a tree or even a hand icon.
4. More feedback required from clicking gatherable objects like trees and feed with workers.
5. They didn’t realise that you had to click the wongle worker to be able to build up the build menu.
6. One player died the first night by a single enemy unit.
7. They found the difficulty of the game to be fine but progressing the game was problematic because of the bugs.
8. Hotkeys 1, 2, 3 were a mixed response. Some found it useful and others did not.
9. One player wanted a button to centre on your base.
10. They wanted a day and night indicator. And it would be helpful to the player to see how long till the next time zone, like a counter or a clock. The lighting of these cycles also need to be more obvious. Another suggestion was to have sound feedback like scary noises to indicate when enemies start spawning in the night.
11. Distinguishing between unique unit designs were also a mixed bag, as some found it easily distinguishable and others did not.
12. Fog of war was found to be good but not sure if it hides the units in the dark. They want it to be a bit smoother as the giant cubes look like boundaries.
13. Bugs found were jittery AI when mining crytals. And a UI bug when selecting a house and then a unit. Another bug was when the player selected a worker next to the base, both the build and spawn menus would appear. Another player lost control of all units.
14. Art style had a good direction, nostalgic but had inconsistent elements. Some wanted the art style to be more distinct and found the styles to have conflicting modes and textures. The main house looks realistic while the trees have Z-brush mesh details.
15. Overall they found the game functional and heading toward the right direction. The UI overhaul was appreciated, but mentioned that the UI at the top could be smaller.