This first playtest was really just to see what people think of this game at its current state. The team was aware of the state of this game straight from vertical slice and knew of its limitations, as it is not complete, but there were additional feedback and comments that helped give tips on how to improve it. It also gave us insight to people who have never played the game yet.

Feedback results:

1. Camera Zoom is too jittery

2. Pressing the middle mouse button causes the camera to spin and looks to dizzy

3. The gnomes (workers) look evil, they look like the enemy

4. Suggestion: maybe the enemy should arrive 5 days after the start of the game, to give the player a chance to learn the game first.

5. The UI should display the amount of wood, crystal and fool

6. The Wonder, wongles, wizards, knights should have a description

7. There either be a count of the number of wongles displayed, or have a notification that a wongle has died.

8. Camera is shaking when being attacked, even when the player is not moving.

9. The enemies are only spawned from 1 side.

10. Minimap issues, not being used because hard to use. The icons aren't helpful, maybe a green dot would be more useful.

11. The ground is too flat.

12. The wizard and knights are never used, didn't know what they did and didn't really need them.

13. The artwork of the farm, are they hearts? Doesn't really look pleaseant

14. The hats are hard to see, so it was hard to tell what the wongles are.

15. The 300 seconds on the Wonder is too long.

16. How to Play, the text should be brighter, and the background should be more opaque

17. Re-word How to Play, with icons.