This third playtest was done with a group that have never played our game before. This time the game had an updated fog of war with 2 layers, improved camera controls, and updated unit designs.

Feedback results:

1. Players used the minimap but found it too small. People would like the ability to pan the game via the minimap.
2. The players understood the purpose of the different buildings. One players didn’t see the point of the storage buildings. Another player didn’t see the point of having multiple farms and just wanted 1 farm to keep farming over and over instead of paying for more of them.
3. They were unclear on how to use the crystals.
4. The needed the game to communicate on what’s happening. They wanted to be informed of the day/night cycle and have pop notifications to tell them of any events that are going on.
5. They did not find the hotkeys (key input 1, 2, 3) useful.
6. One player wanted a big zoom in and out of the map that’s already been explored.
7. People thought that having arrow keys to control the camera would be useful. At the moment it is just W A S D Q E that controls the camera.
8. They found the unit designs easy to distinguish between different roles.
9. They didn’t notice the fog of war.
10. They didn’t like the speed of the day and night cycle. Wished the night was shorter but more intense. Some also felt that the daytime was too long and suggested the first day to have the longer daytime but subsequent days to make the day and night cycles the same speed.
11. They liked the animals in the game.
12. They found the game to be simple.
13. A bug was found where the workers were trying to mine the crystal but it stopped working and they could not interact the character anymore.
14. The found the game art style interesting.