This playtester used our accessibility test form located at: <https://docs.google.com/forms/d/e/1FAIpQLSdD8TGsj6u38VNe8-nJWVeaFcsC64Uc_LDNCsGl3McWeK-CVg/viewform>

They felt the tutorial was “Somewhat Useful.”

They wanted to see the various gameplay tasks split into singular instructions with clearer descriptions on how to complete each task.

While the game was easy to understand, they noted that mini-map movement doesn’t follow “typical RTS tropes.” It should allow for movement based on clicking. (Which now exists)

They noted that the notification system “wasn’t very good.”

The player wanted more audible queues so they can more easily understand current events. (such as audio for buildings being under attack)

The player encountered bugs: “*Catapult unit stopped shooting (all instances). Couldn't select buildings. Building couldn't produce units when clicked (did have resources). Collision detection on attack units and enemies prevented smooth fighting. Wongle units collided with other wongles preventing pathing and would just stop. Wongles would not start a building construction without a second command. Resources would jump hundreds at times ( think a unit would just stack it up without returning until prompted by player).*”

In closing, the player noted that sounds are *very* important.