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 “wasn’t very good.”

In spite of this, they admitted that they didn’t bother watching the tutorial, instead recommending that we add explanation boxes to units when they are hovered over, teaching in real time opposed to through the use of a separate tutorial.

The player could not move the camera with the minimap, and their feedback about general difficulty indicates that the pathing and unit collisions caused a lot of problems. Units were often unresponsive to being told to harvest resources.

They noted that the notification system was “somewhat useful.”

They would like the notification system to have more visibility.

The player encountered bugs, and referred us back to the previous paragraph dedicated to units and minimap issues.

In closing, the player said *“the game is easy if you know the set rules that the game is running to. such as the enemies coming from a single area so you can bait. also the artstyle was hard to read. i cant see my characters during the night. “*

Artstyle should be much more readable, notable improvements to lighting as well as texture and mesh overhauls make assets much more visible and coherent.