This play tester did not use our survey and all feedback was recorded onto physical media.

**In the tutorial the player noted the following:**

The scout unit section forces the player to send the scout very far to the east for no particular reason, generated confusion.

The fog is confusing. (Doesn’t visually look like fog) The fogs function made sense once they sent a unit toward the fog and made it disappear.

The rally flag is named “wizard.”

The tutorial is using the old UI and very dated assets.

The default rally point is far to the south of the base, leading to units automatically running far away. This wasn’t explained and generated confusion. The player recommended that the flag be visible at all times only scaled down so the player can always see the rally point.

There was no option to spawn additional workers.

Day/Night cycles were not explained.

Mechanics behind the defense of the base were not explained.

The inability to repair was not explained.

**Past the tutorial:**

There was lag when mass amounts of units spawned on player demand.

Massive freezing issues that made the game close to unplayable and very unpleasant.

The player tried to make multiple units farm a single farm, didn’t understand why they could not do this.

The selection boxes only worked 50% of the time and would not respond reliably.

Player units would not auto-attack, leading to a single enemy unit blindsiding the player and wiping out all the units that were not being watched.