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

This player skipped the tutorial.

**Past the tutorial:**

Junger Slunk (enemy siege unit) would inconveniently hide behind trees out of players sight.

Player units failing to auto attack was a big cause for frustration.

Camera moves too slow.

The player wanted a compass.

When enemies would break inside the central base, they became impossible to target.

The main enemy unit moves absurdly fast and deals excessive damage for what is meant to be an accessible game.