# Playtesting Feedback – 02/04/18 (Build V.1.2.0)

* Black boxes for future powerup implementation are not only currently confusing but are offset different amounts for each player
  + When icons are implemented, confusing text such as ‘DOUBLE CHANCE’ needs to be removed. Players have no idea at all what this means.
* Backend timing change where players now have to aim for centre is incredibly confusing whilst the old bar is in the build
* ‘Bad’, ‘Okay’, ‘Good’ Feedback would, however, be useful for players when power bar is updated in next build
* Initial timing test to determine who goes first is still using the older timing system, whereby players need to aim for the top of the bar (bottom from the other player’s perspective)
* Still slight confusion as to which player’s turn it currently is
  + Turn timer seems to help quite a lot with this, however
* Hitboxes from the latest player character sprite update have not been updated
  + Results in losing character not being quite off-screen (for example, when the ‘bandit’ llama loses, his ears are still present on-screen)
* ‘Best score goes first’ text is still misleading to brand new players
  + Mechanic itself serves as a good basis for foreshadowing main mechanic, however purpose of this is diminished if players cannot understand what to do

To summarise, the latest build goes a long way to addressing some of the most fundamental issues with the game. Any new player grievances seem to be directly related to updates on the backend not aligning with updates on the front-end (empty power-up boxes, misaligned timer bar etc…). These issue should be fixed by a simple GUI update in the next build.