**Feedback**

“I really like that you didn’t add the angle and power indicators like in some other games.”

"If you have a floating island theme why don't you add some to the foreground, this could be interesting....." (Adding islands floating around the structures)

"Aiming only at one core is going to be really plain, people will find the right angle and they will aim there every turn." (Simply add more cores, on different structures)

"If players cannot see enemy this may leave players feeling that their aim is based on luck. If players can see the enemy, players will feel like they are making a decision!" (We need playtesting for this)