

## Main Questions

1. Controls -> right click for rotate?
2. Menu -> button just on sprite or whole row area?
3. Grid size?

## Zubek

- Lmao no instructions
- Picked up ship all good and can see the placement
- Doesn't know what shooting is.. :)
- Grid is clear
- Placed in the BASE
- Maybe shooting??? Need graphical clarity
- Nice placement PLOP
- Highlight is really nice
- Current shooting and placement highlights confusing but yeah that was a plan to change anyway
- Whoop black hole (base...)
- Type of instructions?
  - We were thinking on the side
  - Good especially since then people who skip instructions still know how to play
- Contextual info would be really nice
- Less pronounced grid to reduce visual noise (grid lines just like barely off blue)
- Pixel art style
- F O N T
- Online assets?
- Grid size good, seems smaller but that means more space to play

## Diana

- Click not drag for selecting boats
- Yellow highlight is area we shoot, nice
- Black is area defending, nice
- Light blue vs dark blue tiles?
- White grid lines are a lot
- Pixel/text style good
- Right click to rotate but she figured it out without us telling, but yeah we should tell them
- Confirm boat placement (esp because they cost money), since easy to accidentally click
- Get enemies next for implementation
- Tradeoffs for placing boats in light blue vs dark blue wasn't initially clear but we don't have health system and money system yet
- Where the boat can shoot while placing it is nice to have
- Shooting implementation might be a little weird because the highlights are choppy if they overlap
- Long term option → change the square density? But overall the grid size is fine

- Menu on side is nice distinction from grid
- Red highlight is nice

#### David

- Picked up boat right away
- Understood green was where you can place
- Questioning yellow highlight
- Right clicked pretty naturally to rotate
- Questioning why you can place in the black square
- Questioning where enemies come from
  - Make sure people know that's what's happening especially since they don't all show up right away
  - Like a red arrow like enemies incoming ahhhhh
- Should you be able to place boats in the dark blue that doesn't actually hit anything → probably just yes as long as they know you can't do anything
- Grid size is fine

#### Alexis

- Kept clicking but that put them back instead of keep holding (possibly trying to drag)
- Flashing yellow is confusing (with placement issue?)
- Understood that the black square was your base
- Graphics (specifically direction of the ship) wasn't clear yet but these are placeholders
- Instructions for like how to pick up a boat and right click definitely should be helpful
- But the actual controls once known are all good
- Menu division with grid good
- Not really clear what the grid really means yet (shading and purpose of the different color squares)
- Range is nice to have a visual indicator for but obvious not always

#### Sebastian

- Immediately clicked the boat to pick it up
- Figured he was defending the black square
- Guessed where enemies were coming
- Confused what the yellow, but figured out that it was kind of like the tower's line of sight
- Not sure how to turn ship, but knew you should
- Unclear if you should be able to place in the light blue lanes
- Saw that you could switch boat you were selecting but a little unclear what was happening when you "put one back" (putting them back just seems confusing, maybe a menu item instead to unselect?)
- With graphics hopefully clear that your "towers" are boats as well that are shooting because they're .. boats
- Controls are good once you know
- Don't need to persist too long because there are only 2 so you will probably remember