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

David Lee
- Immediately picked up a boat
- Questioning what the defenders are but they aren't really distinct yet so it's okay
- Questioning where the enemies are coming from
- Like's the grid system
- Didn't find right click, but likes them now
- Likes the menu and board distinction
- Good visual feedback
- Scaling game? Multiple levels, different/bigger maps?

John Nguyen
- Trying to drag… Can we allow both? Not trivially but maybe/probably??
- Wondering where ships are coming from
- Would not have guessed right click to rotate
- STACK - he's just stackin boats
- Good map to menu proportion
- No issue with square size
- Like's green outline
- He's impressed, we did it boys
- Man's still placing

Mae Mastin
- Liked how it looks (first impression)
- Clicked on boats but tried some other things first
- Color changes good - including green highlights
- Likes mouse controls
- Aw but there's no strategy yet there's no enemies :sob:
- Right click makes sense
- Size of squares and grid good
- Menu size good
- Controls menu good (we neeeeddd)
- Start menu maybe, I agree
- Lanes are cool because you can start to see strategy which is lit

Austin Lopez
- Guessed controls lmao
- Questioning yellow things (we explained it and it made sense -- but still confusing)
- A little OP (no economy)
- Likes boat theme - aquatic
- What are enemies? Krakens? Boats? Squids?

- Put your boat in the wrong place and it ExPLODES OOOOHh don't put your boat there
- Can you move boats? M(ike): Well, maybe
- He is tired
- Lean into the boat thing!!
- Making a structure
- Hard to tell if the grid size is right since there are no enemies
- Suggested that you could make the map size bigger / smaller over time
- Boats are big, and that is cool.
- Islands?
- Realized base empty spot is placeable

Gabriel Firmo
- UI looks like a dashboard (visual aid), not buttons (outline? To make more button)
- Aw he's impressed
- Rotates around mouse and not in place
    - He's probably just going to have to live with it: not really worth changing the pivot, and no one else said anything about it.
    - Also it does not affect where it gets placed
    - Yeah I'm confused -- I don't know what he means?
    - Oh so like when you make it upside down it should stay in the same two squares?
    - If we care enough, this would be a week 9/10 change
- Unified timer if not reactive to enemies (??)
    - Basically our plan
- Fire overlay over turrets (in future, the range indicator)
- Good place in scale
- Map: if you only have four straight away lanes, would things get too samey? (only do this after most of the other things we want to do)