

Questions:

- How do you feel about the UI? What do you like or dislike?
- How do you feel about the difficulty (spawn interval, health, damage, etc.)

NOTE: Oh wait, the defender 1 health label (on the button) is wrong: 100 instead of 200

Seoyeon Park

- Doesn't know how to click boats/use the button
- Unfortunate first boat placement
- Figured out boats can't be placed
- **Didn't see the money warning**
- **Didn't see base health** (yea we'll be changing that)
 - Separate UI element for base/island health
- Didn't really understand rotating? Or didn't really use it until later
- Question the spawning
- Likes visual style
- I don't think she knows where the range is?? → yea didn't seem to place ships to actually shoot in correct direction
 - Didn't immediately realize the range indicator is shooting direction
- **Didn't understand range symbol**
 - Mouse hover labels?
- **Grace period???** (probably)
 - Would also be solved with a start menu
- First two defenders already good ideas
- Overall, pretty good, but need some time to understand the game
- **Didn't realize you could place in the dark blue???**
- Liked the increasing spawn places
- Bring in more advanced enemies as spawn zones open up

Evan Nagareda

- Figured out how to place boats (and read instructions)
- **Once again only placed in the light blue** (and didn't realize otherwise)
- **Gray sell button didn't stand out well** (he literally didn't notice it for a second)
- Didn't figure out the click to see info/sell button by himself
- Also it seems laggy on his computer (bullets doing weird stuff)
- Had to figure out needed to click the little boat picture
 - **Make the whole rectangle the button?**
- Understood UI and symbols
- Felt it wasn't really hard

David Lee

- Still had trouble clicking the boat picture, tried to click whole rectangle
- Found the sell button
- Saw all the UI warnings

- Thought defender2 has no range
- **Only placed in the dark blue** (did not know you can place in light blue)
 - Probably best idea is clear instruction that you can place boats anywhere
 - Just from bias of previous ideas
- Definitely need more difficulty scaling
 - Not too hard (money comes in fast enough to spam boats), a bit easy
 - Not currently too much incentive to place boats not on the lane borders
- Really likes the graphics
- UI is awesome
 - Icons are clear (minimal, reduce the wordiness)
 - Score and money is clear to read
- **Scrolling is slow???** (needs to scroll a lot)

Billy McCarthy (was he in 321, were we both his TA? Oh maybe I remember a billy)

- Like the instructions (better than others)
- Figured out how to place boats
- Right click is hard without mouse
- Saw the money
- AHAH HE PLACED IN BOTH COLOR REGIONS (!!!!)
- Numbers a little hard to read
 - The health of boats, specifically
- Likes design, overall
- Likes you can put it back
- Didn't notice the You Lost warning
 - I feel like the warning text/window needs to be bigger
- Costs are fine
 - Hard to realize what to do at the start (a little overwhelming), really abrupt
 - Again, **need an instruction/start page**
- The boat rectangle should be the button
- Likes the menu and selling ability
 - **Scale sell value with current health???** (that might actually make sense)
- **Didn't really get how defender2 is oriented** (maybe choose a different color for range indicator)
- GG

Linda Luo

- "It's so cool"
- Very confused
- Did figure out the put back
 - Is reading instructions
- "How do I play this?"
- Didn't get how to... hit boats? (didn't get how to rotate)
- Wat (quit unexpectedly, but didn't actually crash?)
- "Getting spicy"

- Sprites look like they were made for each other
- Need higher difficulty as game goes on
 - More ships
 - Higher ship damage
- Need time to understand
- **Can be overwhelming at the start** (lots of icons to try to understand, while enemies are immediately coming)
- Looks super cohesive, text is readable/understandable
- **“Left click to pick up boat” is slightly confusing** for when boats are already placed, so maybe change wording.