

### Takeaways:

- Not easily visible that scroll area exists
- Not sure if you can place boats in the dark blue area
- Instructions could use some more work and revamping
- Need to explain the boats better

### Misc:

- Add to score when you collect crab money!!
- Getting to the point where people can't see the full game anymore

### Le Fang

- Looks like a TD
- **Null Reference on Selecting Boats in Instructions**
- Couldn't see "back to menu in full screen
- Didn't know which side the boat shoots from
- Asked about blocking enemies (assumed it wasn't possible)
- **Didn't realize there's a scroll area right away**
- Didn't realize you have to click the crab to get money
- Noticed that there are enemies that can shoot you
- Suggests: Different bullets to know which enemy is shooting
- Suggests: sound effects

### Annika de Vogel

- Likes that we have an app icon
- Placed ships parallel to the lane (in the bottom of the lanes)
- Didn't see health right away -- didn't realize she lost right away
- Not fully sure how to put a ship back.
- Placed ships backwards, multiple times :(
- **Not sure if you could place boats in the dark blue**
- **Did not realize there's a scroll area**
- Feels that having an instruction screen is a lot. Maybe break up the text
- Feels the game is easier when you don't place the boats right in the way.

### Liam Braddock

- Placed boats in the line of fire
- **Noticed there was a scroll area**
- Saw that there was not enough money pretty quickly
- Asked if there was a way to get back to the menu
- **Didn't think he could place boats in the dark blue section**
- He placed a money crab in the blue lane. Probably should name / explain money crabs a bit better
- Really fun, likes the game
- Suggests upgrades: Pay money for health, defense, or power.
- Believes the game is difficult but isn't sure if there's anything wrong with that.

- Maybe have it take longer to get harder
- It started to get difficult really fast.
- Likes the enemy flashing indicator, but wondered when the boats will actually come (since it's random)

#### Rob Zubek

- Likes instructions
- **Please make the instructions fit the rest of your UI**
- Really likes the detailed instructions page
- Placed the ships in the light blue
- No money for any of this stuff
- "More enemies, why?" -- not really balancing
- Once again, random spawn screws us over
- Recolor entire lane when it opens up (e.g. from dark blue to light blue)
- Maybe put the cost in a more visible position.
- **Did not know you can place boats in the dark blue**
- **Did not realize you could scroll the area right away**
- Need instructions for the money defender -- very atypical
- Really digging the variety of towers we have
- **Maybe split this into explicit levels / waves to learn what the different enemy types are**
  - Too busy to figure out the new, more advanced boats that are approaching
  - Explicit breaks might help players figure out what they're going to be up against
- **More feedback on health subtraction -- e.g. explosion**
- Tough to tell enemy range

#### Diana Smith

- **Does not like Unity default font**
- Really likes the way we did our instructions screen since it's on the map
- Maybe increase text size especially since game is windowed
- Worried about placing things correctly
- One thing that might be good would be adding more time before the first wave -- just to do your initial setup and think about it instead of having to panic place
- Doesn't want to think about the ranged defender right now
- Mega-panic inducing!!!
- **More time before waves, slow the game down a bit**
- Still busy placing when the game starts -- not sure what to do
- Difficulty is very high right now
- **High score system would be nice!**
- Prefers health bars -- the base health is a bit hard to see since it's so far away
- Likes symbols, text font
- Sound FX, wave warnings might help (alarm)
- Sound cues would be good for checking messages
- Challenge is good. Player is thrown in the deep end "oh we're starting"