

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.)

Brandon Luna

- F
- ???

Gabriel Firmo

- "No fucking chill"
- Panicked
- Nice UI changes
- Side UI is gorgeous and legible
- Fast-paced?
- Quadrants are larger than you might ever know what to do with
 - Lots of unused space
- Found the sell button eventually
- Looks good, runs well
- Wondering how we can use the freedom of placement and extra space on the map to create more interesting gameplay
 - Need to develop content variety, make use of the difference our systems have with traditional TD
 - Free placement
 - Friendly boats have health and can be attacked
 - Large map
- Current gameplay feels frantic at the beginning and then easier as you build up. (we need difficulty scaling)
 - Think about difficulty curves
 - Probabilistic difficulty (still random but gets harder)

Charlotte Jones

- Tried to pick up enemies (I think that instruction needs to be reworded)
- Did not figure out rotating??
- Is not thinking like a tower defense (ships are not controllable, cannot shoot except in there defined ranges, etc.)
- Once again, right click is hard on Mac (people literally just don't know how..)
- Does not understand the range indicator
- Needs some time to figure out the game (yea we know)

Jenni Hutson

- Tried to pick up enemies
- Tried dragging again?
- Figured out placing boats
- Likes the icon

- Took a bit to see the not enough money
 - Again, **warning probably needs to be larger**
- “How do I get money?”
- **Still didn’t know you can place in the dark blue**
- “This is fun, but also stressful”
- Likes the coming from multiple directions
 - “Fun challenge”
- Death animations???
- **Range icon not necessarily clear**
- **Range indicator not clear**, thought it had to do with placement
- Was **not clear on the shooting direction**
- **Did not understand the health numbers** (thought it was a percentage)
- Difficulty seems fine, provides challenge, but gets easier as you understand what’s going on

(does she know where they should be shooting??)

Jack Hoeg

- Figured out boat placement very quickly
- **Doesn’t realize you can place in the dark blue**
- I think we should fix it... / force it
 - Yea probably
- RIP rng
- Doesn’t seem to understand range indicator?
- Figured out damage/range icon
- “I feel overpowered now”
- Putting back feels intuitive
- Stats are good
- Friendlies don’t take much damage (enemies don’t do much damage)
- “Not much point to placing boats sideways”
- Selling needed to be figured out
 - **Sell button looks greyed out** (couldn’t be pressed)
 - **No indicator of which shipped is selected.**
- Have enemies turn???