

Jacob Cvetas

- Tried to use arrow keys at first
- Then tried to click and drag after reading the instructions
 - We should fix the word like scrolling/drag UI thing go away if we can
- I'm not sure if he doesn't understand the direction the ship is facing or if he doesn't see the other instructions
- Yeah control click doesn't work for right clicking in unity I guess
- Wants to pick up ships that you have placed

Alex Chen

- Immediately picked up a ship and also rotated it
- Nice uh triangle formations
- Our lonely health number is back again, I'm just eternally sad
- Likes that the enemy boats can shoot at the defending boats
- Likes the overlay
- Boats still weirdly like clipping through on the bottom, still dunno what that is about
- He's impressed with week 2 progress :)
- Assuming we will have multiple defenders, more enemies, moving boats (??) .. he knows what's up
- Wants to know what the boats do when you ram into the island, but yeah you start shooting he's got it
- Saw the red don't place indicator
- Didn't realize the defenders shoot from two cannons, but a good surprise I think

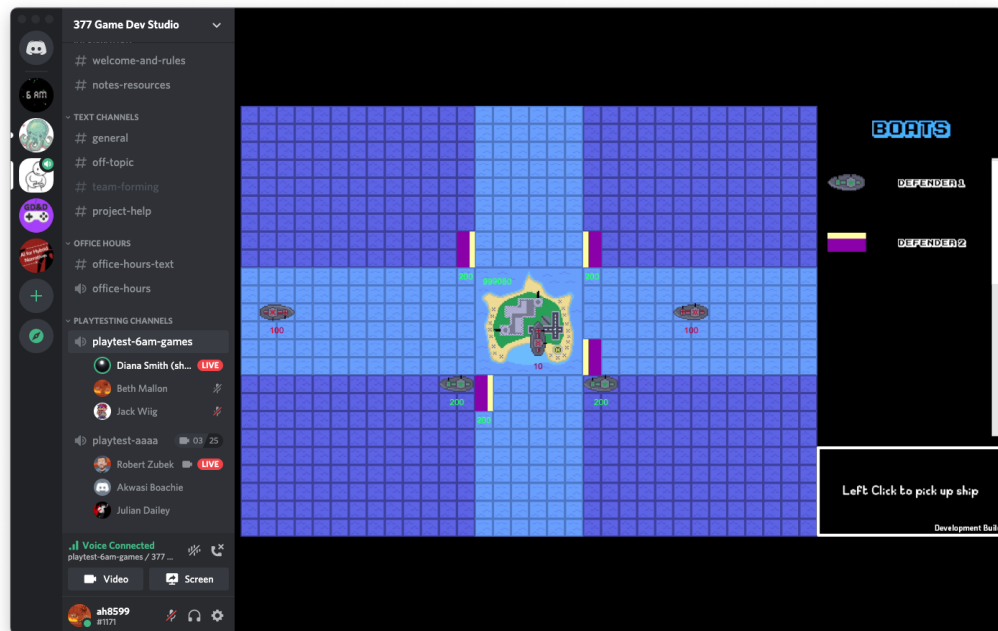
Robert Zubek

- He likes the island AND THE AIRSTRIP
- Knows how to pick up and rotate (but he's also played before)
- Doesn't think they can shoot at him but alas they can
- He notices the toggle and I wonder what he thinks of it
- The defenders don't shoot each other
- "Stopped talking and just started playing"
- Likes the instructions
- Thinks that initially the player won't know what the green is but once they do then will understand that's where you shoot. (which I think is fair)
- Thinks the idea to only start spawning enemies once you place a ship is fair, but also decreases the sense of urgency
- Health points are clear
- Wants to know how to like balance the game and make it difficult
- Potentially switch lanes unpredictably (for enemies)
- Wish list:
 - Game were faster (might go away once there's an economy and whatnot)
- Base is basically unkillable at this point lol (that was the plan)
- TDs usually guide the enemies through a very predictable path, but if they are all over the place then like what do you do

- Zubek gave me the idea tho like maybe you could have an enemy ship that spawns later and is basically like a big ship that spawns little ships from some of the dark blue water
- Divide it up in waves where the ships all come from the left and then from the right in the next wave and whatnot in the same order each time so that players can like lose and then learn the game
- Not make it a slow start maybe like have a skip button to go to level 5 or something where you have more gold and whatnot but probably hard for the scope of this class
- Increase the movement of the enemies a little, but maybe...
- Main menu option to have a different timer like easy/medium/hard so maybe curve the slow start

Diana Smith

- Wasn't sure if you could place them in the path
- Like's the instructions, subtle but working
- The bottom ship is just like on the base wtf



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- Enjoys having basically infinite health but you know that's not gonna be there forever
- Wondering if there's a reason for multiple ships
- Would like the option to like click R to rotate because on a trackpad it's a bit more annoying to right click
- Likes the design
- Would like it to not start immediately
- Grid is much easier on the eyes lol yeah
- Likes the sprites for enemy, player, and base (match quite well)
- Text scaling could do some work, the text seems really small (even on a big screen)

- What make work better is having health bars and then if you hover over it then the number is there and bigger (but don't really need hover but yeah maybe)
 - Yeah I was just scared to draw lines last time, but we can draw lines
- Health bar not showing up until damaged
- Make the instruction box a lot bigger so they actually notice or also like an indicator to show that there are instructions there (like the little arrows like here's all your stuff, click okay to start the game)
 - Also because it's b&w it's not very noticeable
- Scroll bar ugly .. yeah ..
 - There are like Unity extensions to make prettier UI
- Pop ups to pop up next to things or in the corner

Ori Zur

- Picked up ship, I think he saw the instructions because he moused over them
 - Maybe didn't see the tool tip
- "Left click to rotate ship" but not in the map, only in the menu
- Didn't understand at first that you need to rotate before placing
- Didn't really understand the range indicator
- Likes waves of enemies
- Wants to pick up ships you've already placed
- Thought you can only place on the light blue and not on the dark blue