

Do we uh have questions?

1. Shooting indicators
- 2.

NOTE: Remember to restrict placement in spawning zone

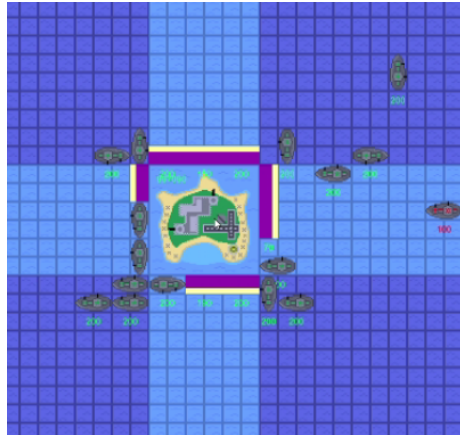
Michael Li!!

- Man picked up a boat right away
- Also very confused as to what's happening
- Seems to know the instructions (for like rotating and stuff)
- Questioning what the defender 2 does, but we haven't fixed the sprite
- Not really picking up on shooting direction
- "The pacifist run" (no boats can get through if I put them ALL in the way)
- Now he sees the range indicator
- Negative health???? (--> health should destroy on <= instead of ==)
 - Wait wtf, yeah might've uh done on zero whoops sorry about that :) (good catch)
- Thought they fired straight
- Thinks the four lanes are interesting (he guesses)
- Looks better (good sprites Jack)
- Better indication on the sprite which direction they shoot (makes sense, not forward but the side) (tiny guns too tiny) (also enemies do shoot straight sooo)
- Indicator of when enemies are coming would be nice
- F
 - Four lanes not his favorite, feels like manufactured difficulty
 - Either open or one set path/lane
- Like the different lanes to interact with each other (so like a boat that could shoot half in one lane and half in another lane)
- Wondering if we can delete boats - not yet but yes in the future

Angel Hernandez

- Read the instructions, amazing
- Oof, dragging so it's moving the entire menu (not sure what to do about that one)
- Reading more instructions, yaaas (ish)
- Yeah he didn't see which way they were facing but he got there
- Also thought you had to put in the path to start
- Questioning if there is friendly fire
- Wants to get rid of ships that are already in place
- Assumed that it would shoot in the direction the ship is shooting (but can see the guns after they like look for it)
- Turret is black on a black background of the menu
- Range indicator makes it clear-ish (but again wasn't immediately obvious)
- PvZ inspiration? Yes
- Wondering what to do in the dead space
 - Whether that be a special boat (with longer range) or what

- Likes the grid snapping system
- Wondering what the win condition is (but it's endless)
- Likes the sprites we made :)
- Didn't notice that our enemy cannons aren't facing the right way but yeah they should lol
- Why is an enemy moving on top of a friendly boat ??? (on the bottom lane, not pictured lmao)



Leon Davis

- Noticed the instructions
- Not sure which direction the shooting is
- Noticed the rotate instructions and I think is understanding the range indicator
 - Might be good to have a menu dialogue before the game starts that says that tips will appear in the bottom right corner
- I'm so pissed at the floating text I didn't delete ... it's okay :(
 - I'm literally so sad
- Walls stop the boats but don't hit very hard (??)
 - Oh the walls are the purple things and they do have 10 damage so yeah that makes sense what they said
- We need a better visual indicator that you can put back boats
 - Also if you put something back, the range indicator just didn't get destroyed lmao
- So many bugs :(
- The range indicator itself is good, but the sprite isn't very clear when deciding which way it faces
- Tool tip good
- Wait until first ship placed to start things ?? (good thought)
 - Especially when deciding which ships to place because you have to like read the whole menu (though not sure if all ships are available at the start - whether that be based on money or just unlocking things idk)
- Find a different place to put the base's health so it's more prominent and there's more contrast
- Very open and wondering if there's an in game reason for these things to be moving in straight lines
- Not a whole lot of thinking you need to do with just the four lanes (?)

- Usually interesting paths and different paths for different levels and you need to figure out what the pathing means for each level
- Let things go anywhere in the game play (maybe a cool thing) (without like specific lanes)
- How do we envision progression? (no levels tho bruh ahhhh)
- Wants a way to get rid of ships

J.R. Hecimovich

- Sees the left click instructions
- Sees the right click instructions
- Notices range indicator
- Definitely wants to move the ship, poor guy
- They should stop until the obstacle in front of them are destroyed (but sometimes clipping through a little bit so uh)
- Wtf is happening was he dragging
 - Click and drag is like tough tho I feel like because you would place on release right? So you can't have both, we need to choose one
- Side note: at the very least this base health should like be moved to the harbor or something lol because that overlap makes me sad
- He thinks it's cool :)
- Made sense to him right away that the range indicator was the range indicator
- Didn't think you could place in the dark blue (not sure if we should make that clear or make it part of the game play to figure that out)
- Really wanted to drag and drop
- Right click took him a second (man literally didn't even see it omg)
 - We should like make the tool tip like clear
- The shots coming in looks cool :)
 - It is kinda cool they all close in at the same time
- Plans for progression?
 - (I mean enemy boats could shoot out too at the flankers lol)
- Thinks our TD game is creative
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