Feedback_Session_01: Participant 01

Feedback	Potential Improvements
Didn't assume WASD control/ Did assume mouse turning .	Include control scheme.
Wrongly assumed primary goal was killing enemies.	UI to indicate target goal on HUD and in world.
Projectiles too fast.	Reduce projectile speed (needs balance, get feedback after change).
Player rotation feels good.	N/A
Too cluttered.	Redo level design, ensure player is able to move about more freely.
Shield deflection too random.	(Conflicting Idea) - Deflect all incoming projectiles in mouse direction. Gives more player control. Could make things to trivial.

Feedback_Session_01: Participant 02

Feedback	Potential Improvements
Fires too fast.	Reduce projectile speed (needs balance, get feedback after change).
Needs UI indicators (Controls, Goals, Health).	Create more advanced HUD and worldspace UI.
Enemies all fire at the same time.	Randomise fire delay.
Hard to tell when and where the enemies will fire.	Models should turn to fire direction, Flashing indicator when about to fire.
Don't know when projectiles will despawn.	Colour-based projectile health system (also use for enemies/targets?).

Feedback_Session_01: Participant 03

Feedback	Potential Improvements
Mistook main goal for player survival.	Clearly indicate goal at the start of the game, highlight targets to protect.
Didn't understand where score came from.	Show score increase on enemy death (i.e. +1 text that floats up from enemy position and fades out).
Liked how the player movement and rotation felt.	N/A
Kept facing opposite to intended direction.	Create an option for inverse mouse.
Fires too fast.	Reduce projectile speed (needs balance, get feedback after change).
Level design cluttered.	Remake level to make player movement more free. Learn basic level design techniques.
Hard to distinguish between enemies and projectile types.	Models should solve a lot of this.
Hard to tell what has been hit.	Create damage indicator as well as colour based health indicator.
Initially thought game would be quite easy. As he played more he said he found it more challenging than anticipated and that he liked that.	N/A
Want alternative methods to control the balls.	Breakout sticky ball powerup. Speed push mechanic (give cooldown, basically gives great force in one direction).
Didn't like Chris's idea about how the shield should reflect the projectile, he instead liked the challenge of having to think out how the shield is angled.	N/A

Feedback_Session_01: Collated and Ordered

Feedback	Potential Improvements
Projectiles move too fast.	Reduce projectile speed.
Cluttered level design.	Redesign level to improve movement flow and target positioning.
Controls not immediately clear.	Make control menu.
Primary goal unclear.	Give UI indication of goal and target health, Make How-To-Play section in menu.
Health values unclear.	Colour-based health indication for enemies, targets and projectiles (could be awkward with how Unity's material system works (either instantiate material instance for each object - very costly, or, make separate materials for each life stage of each object type, less costly, more time consuming)). Instead use simple health slider UI for targets and enemies. For projectiles (use trail colour to show health value?) (Less necessary now that new models are being used?)
Enemy firing patterns unclear and too regimented.	New models to show enemy facing, flashing indication of when enemies will fire, randomise enemy fire delay.
Some players use inverted control schemes.	Create inverted mouse option.
Hard to distinguish between different enemies and projectiles.	New models to give type indication, sort out enemy spawning issues (prevent from stacking).
Alternate projectile control methods.	Breakout sticky ball powerup. (May not be implemented due to time constraints, but a possibility) Speed push mechanic (give cooldown, basically gives great force in one direction).
Mechanic Debate: Shield Reflection.	Physics-based or mouse direction?

	Personally prefer physics-based, especially now speed is reduced and speed push has been introduced.

Feedback_Session_02: Participant 01

Feedback	Potential Improvements
Still would like projectiles to reflect in mouse direction. Thinks would add more player decisions.	Unlikely to implement due to conflicting views on matter.
Projectile sizes should be more consistent with size of enemy.	Increase staple size to be more visible, increase enemy model size based on enemy type.
Movement still feels good.	N/A
The dash feels somewhat irrelevant at the moment.	Player needs reasons to move quickly over certain distance (new pencil projectiles should do this).
The dash needs to provide feedback to show when it is ready to use.	UI indicator on HUD to show charge level.
The new floor tiles give the player a good idea of distances within the game.	N/A
Player sizing is good, keep shield and player separate.	Remake player model whilst keeping noticeable separation between player and shield.
Add moveable, destructible objects, allows player to temporarily shield various locations around the map, creating more tactical elements.	Unlikely to implement due to time constraints.

Feedback_Session_02: Participant 04

Feedback	Potential Improvements
Enemies should try to avoid sitting behind barricades.	Unlikely to implement, have received no other comments on this, and as the barricades are meant as player upgrades, it would defeat their purpose.
Rotation should be less random.	Have enemy face roughly towards a target, e.g. face target add slight variance.
Plays like a twin-stick shooter (could be hard for some to keep track of player movement and facing at the same time).	N/A
AI position handling is needed (Choose optimal firing positions).	As above, would defeat the purpose of barricades.

Feedback_Session_02: Collated and Ordered

Feedback	Potential Improvements
Projectile sizes should be more consistent with size of enemy.	Increase enemy model size based on enemy type.
The dash feels somewhat irrelevant at the moment.	Player needs reasons to move quickly over certain distance (new pencil projectiles should do this).
The dash needs to provide feedback to show when it is ready to use.	UI indicator on HUD to show charge level.
Rotation should be less random.	Have enemy face roughly towards a target, e.g. face target add slight variance.
Add moveable, destructible objects, allows player to temporarily shield various locations around the map, creating more tactical elements.	Unlikely to implement due to time constraints.
Still would like projectiles to reflect in mouse direction. Thinks would add more player decisions.	Unlikely to implement due to conflicting views on matter as well as time constraints.
Enemies should try to avoid sitting behind barricades.	Unlikely to implement, have received no other comments on this, and as the barricades are meant as player upgrades, it would defeat their purpose.
AI position handling is needed (Choose optimal firing positions).	As above, would defeat the purpose of barricades.

Feedback_Session_03: Participant 03

Feedback	Potential Improvements
Menu UI is very basic.	Create more interesting background.
How-To-Play section has not been updated to reflect recent changes.	Update how to play for upgrade and wave systems.
In-game UI potentially unclear, (questioned what the Lunch Timer meant).	N/A Not much time.
Player got caught on environment and stuck in window.	Prevent player from getting that to game boundaries.
No way of returning to main menu on gameover.	Add back to menu button to game over screen.
Seemed to have some trouble getting used to twin-stick like controls. (Controls have not changed since he last played when he had no issue).	N/A
Player got stuck on a newly bought barricade (need to make it clear that the player does not have to walk up to the barricade to fix it).	Prevent player from getting that to game boundaries.
Enemy fire rate is good, however it should scale in difficulty the higher the wave number.	Increase fire rate for later waves.
Waves should get longer the further in you get, however there should also be a maximum wave-length to stop the game becoming stale or impossible.	Game scaling. Possibly won't be implemented in time.