Play Test #	Version	Play tester feedback	Identified Issues	Severity	Proposed Solution
1	Pre-Alpha	The size of the map is appropriate. Potential sudden death for long games. Evolutions will add more strategy.	Games went on too long	Medium	With evolutions, strategic choices will mean more and decrease game time
2	Pre-Alpha	Playtesters were confused at the start. Lacking clarity on lane selection. Evolutions are needed ASAP. Game was fun overall. Potentially curvey paths for units.	Players were confused at the start.	High	More clarification on how the game works to beginners.
3	Pre-Alpha	Confusion at start. Too focused on UI. Sending units in wrong order. Swap player 2 tunnels/surface. Spitter seems pointless.	Only a single tunnel. Not tunnelS.	extreme	Change grammer
4	Dev Build 1	Player thought units were very unbalanced. Soldier was too strong.	Too much focus on UI	Medium	Highlight available units. Highlight selected lane.
5	Dev Build 1	Units moved very slow. Created quite a lul in gameplay when units take 20+ seconds to reach each other.	Spitters have an evolution by default	High	Easy Fix. Change a boolean value
6	Dev Build 1	Player did not understand instructions on how to play. A written tutorial would be appreciated. Player thought some evolutions were too over-powered. Defenders were not worth their high cost. Spitters don't pair well with soldiers.	Damage feels very lackluster	Medium	Change damage values.
7	Dev Build 1	Game pace was a bit too slow. Need indicator for unit spawns	Units move too slow	Medium	Change movement values
8	Dev Build 2	Game pace is too slow and units don't feel powerful. Some evolutions ruin gameplay. Soldier stun is too overpowered and long.	No tutorial	High	Add tutorial screen with hotkeys and tips
9	Dev Build 2	Player enjoyed the game, the speed was only a fraction too slow. It gave time for decisions, gave weight to decisions. UI is okay but a little cramped together	Sound too loud	Medium	Temp: Change game volume. Long-term: Add options menu
10	Dev Build 2	Player thought ingame tips would be useful for new players. Units don't feel equal, soldiers too strong	AI is too hard	Medium	Add AI difficulty scaling
11	Dev Build 2	Player thought hotkeys were helpful. Player liked the evolution system, although a bit hard to attain (too high cost). Player could not save DNA because of pressure from soldiers. Soldiers need to be more expensive.	Soldiers are the only unit worth spawning	High	Adjust game balancing to create equal units
12	Dev Build 3	Playtest went well. Player read menus and played without assistance. Player liked the game pace. Each unit felt more equal. Soldier stun felt more appropriate. Player felt choices were impactful.	Spitter multi-hit evolution does not work	High	Debugging and fix.
13	Dev Build 3	Player really liked game aesthetics. Gameplay felt smooth and interesting. Unit combinations helped increase player power.	Keybinds are hard to read	Medium	Adjust size of keybind text to be more legible
			UI looks cramped	Low	Change sizes of UI to a more balanced look
			Spitters heal allies in other lane	Medium	Debugging and fix.