**Place: Slack #general group**

Deadline date: Mar 7

Response number: 28

Feedbacks:

- 4/28 people don’t like the cartoon versions of fierce animals as the main characters at all (1 star).

- 17/28 people are very delighted to see them.

**How do you like this idea: Set the cartoon versions of fierce animals as the main characters (towers) in our Tower Defense Game?  eg. tiger:老虎::老虎2:, poison frog:青蛙:, piranha:热带鱼:, cobra:蛇:, the law:天平:？**

 1 score    4  
 2 scores    1  
 3 scores    4  
 4 scores    2  
 5 scores    17

**Place: Slack #random group**

Deadline date: Mar 7

Response number: 18

Feedbacks:

- 13/18 people like our main theme very much.

**We are making a Tower Defense game. How do you like this idea: "Set jungle animals as towers to defense against human invasion to the jungle. " Please score it.  Thank you~!**

5 scores    13

 4 scores    2

 3 scores    1

 2 scores    1

 1 score    1

**Place: Google questionnaire**

Deadline date: Mar 7

Response numbers: 4

Feedbacks:

- Colours could have been better and less random.

- It may load slightly longer with low bandwidth.

- The Design of the game is not well integrated with its visuals.

- Little personal freedom.

- When you run the game at a faster rate, the towers don't speed up equally with the enemies. I used an aoe tower on the first corner, and at normal speed it would kill the first wave by itself, but when I sped it up the enemies got through.

- Tower designs are good.

- Enemies (saw & gun) are just fine.

- Most prefer big game rather than small one.

- Not educated at all (not added bg images version).

**Place: Tencent document**

Deadline date: Mar 7

Response number: 8

Feedbacks:

- Half of them firmly ‘like’ the theme (animals defense).

- Almost of them (all of our key stakeholders) accept the cartoon versions of fiece animals to be placed in game.

- They feel the characters and game designs are just so-so.