**Elemental Smashdown - Beta Feedback**

**Marley:** (Told nothing about the game, played alone)

* Turn order seems initially confusing (make it clear who the active player is)
* It is not clear that the player can attack with multiple cards per turn. Tutorial seems to have accidentally misled this fact.
* Bug: Winning cards display “PrefabCard(Clone)” instead of the name of the card
* Marley realized the optimal strategy of the game pretty quickly
* Remarked that the help menu reminder (triggers after 30 secs of inactivity) was greatly appreciated
* Didn’t always notice when getting a point, verbally asked if she got a point after an action completed
* “How is it a tie?” – thought this referred to the overall game, not the specific battle. Potentially change the popup text to read “These cards are tied…” or similar
* Bug: Help menu was disabled
* Under the impression that the random element drawn each turn was falling into a pattern of three, and relied on this conclusion. This is a potentially interesting gameplay concept, but it should be made clear that it is random in the meantime.
* Remarked that this shouldn’t be a card game. 3D models of monsters would be cooler, have actual fights, make it more advanced as a turn-based strategy game
  + There’s no hidden information, which is represented almost exclusively with cards in tabletop games. Potential gameplay expansion for modes other than same-machine competition. Netplay would allow for deeper gameplay with hidden information

**Tori:** (Overheard that multiple cards can attack. Otherwise had no foreknowledge, played alone)

* Remarked that the active battle type was very clear. Background and spinner helped this a lot.
* Lengthy assessment of the battlefield was common in both Tori and Marley. No snap decisions here.
* Did not read tutorial closely and had some follow-up questions about how to play the game. Possibly make text pop better, harder to click through without demonstrating technique
* Guessed that greyed out cards were dead, but didn’t follow through. Eventually came to the conclusion that greyed-out cards were “used up” for the turn – “Can I only use them once?”
* Tori, like Marley, assumed that she was the player on the bottom of the screen.
* Remarked on the lack of a computer player. Said it was weird to play a two-player game alone

**Joe and Franklin:** (Told that it was a two-player game played with the mouse, played together)

* Bug: “remember” is misspelled in the tutorial
* Starting player is again unclear
  + Note: possibly move indicator panel from center of screen to the active player on startup
  + Randomize the starting player
* Joe and Franklin also assume that only one card can attack per turn. Adding a note to the tutorial is definitely necessary
* Remarked that they ignored the resurrection panel. Functionality isn’t implemented yet, but this should be watched for when it is.
* Suggested a wheel, similar to the active type wheel, that points to the active player
  + I like this plan, adds some symmetry and a clearer graphical element that shows the active player.
* Remarked that music would help a lot
  + Note: Rip something from Final Fantasy for now. Highwind theme from FF7 might do well.
    - Slingshot Practice - Zelda: Twilight Princess
    - Gerudo Desert - Zelda: Twilight Princess
    - Cid’s Theme – FF7
    - Molgera – Wind Waker

**General Notes/Conclusions:**

* Add a radial player indicator
* Rewrite tutorial
* Randomize Starting Player
* Various Bugs