Team G: *The Fighting Mongooses*

Game: *Bel Nix: Tactics*

Mentor: *Lee Sparks*

Mentor Meeting Notes #4

During the mentor meeting on 12/2 we showcased our game and presented where we are, what we have left to do, and where we want to be in the future. After that, the students and mentors went around and play-tested each team’s game and gave feedback as they played. The notes that follow are an accumulation of the feedback we received during the playtest and are roughly organized in order of importance:

* Usability feels clunky and slow
  + Unnecessary to move the mouse from bottom-left to center back to bottom-left
    - Try again to streamline the controls so it feels good
      * Look into using a controller to play
      * Make sure to not make it slow early-game or imprecise late-game
      * Look into the control scheme used in *Banner Saga*, *X-COM*, and *Shining Force 2*
      * At the very least, when your turn begins make Movement already selected, or Attack if there is an enemy within attack range
        + If a move command stops next to an enemy unit, automatically switch to Attack
* UI needs some refinement
  + If clicking Movement expands to show options, then the first command should not be auto-chosen
    - It appears inconsistent and counter-intuitive when your mouse is already down there
      * The first menu expands and you expect to click the next to select/expand it as well, which actually deselects it
  + Mission and Turn-Order menus are global, while Character Sheet, Skills, and Inventory or unit-based
    - So these two groups of menus should be separated
    - Possibly have Turn-Order as its own window and always visible
  + Enemy move + attack range is super important
    - Have it show automatically when clicking a unit (only able to turn off move range)
      * Possibly show all enemy combined move + attack range faintly at all times
  + Change Wait to End Turn (wait doesn’t truly describe what is being done)
    - *“Name”’s Turn* when each unit starts their turn
      * This solidifies the idea of initiative really quickly
  + Nobody knows the rules of our game, so the UI needs to explain it
    - Change the “!” to a # for athletics checks over rough terrain
    - When these checks are done, show the results to the player
      * Could even have a 3d dice rolled on-screen
      * Could even do this for all attack rolls
  + Make Engage more pronounced
    - Disable until at least one unit is placed
      * Trigger a confirmation pop-up when Engage is pressed if there are unfilled starting tiles while you have units that haven’t been placed
        + “You can still place more units. Are you sure you want to start combat?”
* Environment and art could benefit greatly from usability and polish
  + It is difficult to discern distinct things
    - We need consistent and noticeable cues for rough terrain, unpassable tiles, and purely aesthetic objects in the environment
    - Units blend in a bit too much with the environment
      * Selection circles could be brighter
    - Enemy units should be easily recognized as enemies at a glance
      * Selection circles may assist this
      * Possibly a silhouette
      * Possibly a marker on their occupied tile (to denote faction along with enemy?)
    - The current initiator/mover is difficult to find, even after looking closely
      * Possibly a silhouette
      * Possibly only have them use their combat idle animation while everyone else is stationary
  + Sell the violence
    - Make it more visceral when damage, crits, and kills occur
      * Screen shake, hit reactions, SFX
  + Add environmental polish to make the world feel alive
    - Birds flying, fans turning, flags billowing, sunshine shimmering, flames flickering
    - Particle effects of dust in light beams, dirt being blown
    - Dark gradient on border of map leading out to streets
  + Look into changing anchors so the screen size fits the device
    - Available in Unity 4.6
* Bugs
  + Enemies can turn over rough terrain
  + Lose UI when menu slider is dragged?
  + Game breaks when Engage is pressed and no units are placed