Experiments	Which modes/parts of the game did you test?	
	exploration using ship unit	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	2/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers	
	cool pathfinding implementation. having a world map may be useful for this game	

Experiments	Pathfinding around open-world map	
Evaluation: **Controls**	Very clear unit-selection + path selection	3/3
Evaluation: **Visuals**	Nice depiction of updating path + tiles	3/3
Evaluation: **Gameplay**	Looking forward to enemies!	3/3
Comments	☺	

Experiments	Which modes/parts of the game did you test?	
	exploration, moving	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers	
	Really cool pathfinding and map. would be nice to see some more actions/ gameplay other than movement	

Experiments	Go around islands, set direction to hit an island, fogs when outside radius.	
Evaluation: **Controls**	Click to navigate to different areas, exploration	2/3
Evaluation: **Visuals**	Fixed map, kwa pixelated, ships	2.5/3
Evaluation: **Gameplay**	Interesting but would be more fun with more objects + enemies	2/3
Comments	Interesting game, would be more interesting if map was dynamic and with enemies.	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	2/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	0/3
Comments	Any other thought you want to share with the developers	
#11	no game unfortunately, very minimal, functions implemented. need major work	

Experiments	Move around, ~~test~~ avoid land in parking	
Evaluation: **Controls**	Simple, little to no lag with input/response	3 /3
Evaluation: **Visuals**	Pixelstyle looks nice, could use more variety	2 /3
Evaluation: **Gameplay**	Movement and quick route determination is cool, limited otherwise	2 /3
Comments		

Experiments	T11	
Evaluation: **Controls**		3 /3
Evaluation: **Visuals**		3 /3
Evaluation: **Gameplay**		2.5 /3
Comments	- D* sounds pretty cool! - consider optimizing rendering somehow? - winning conditions: conquer n x 100% of map?	- complexity of games alignment w/ 456 D criteria? + love the idea!

Experiments	Which modes/parts of the game did you test? exploring	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 /3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 /3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	1 /3
Comments	Any other thought you want to share with the developers Nice fog of war evr exploring. Not much todo. but looking nice 8 bit art style is nice	

Evaluation: **Controls**		3 /3
Evaluation: **Visuals**		3 /3
Evaluation: **Gameplay**		1 /3
Comments	Controls and visual impressive, ~~Broa does~~ but needs gameplay. Right now its just a moving ship.	

Experiments minimal Playability	Which modes/parts of the game did you test? traveling around map	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? zooming is very difficult for me	2 /3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? really neat map generation	3 /3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? not any challenge at the moment	1 /3
Comments	Any other thought you want to share with the developers wow so ambitious	

Name	Student name		
Team 11			
Experiments	Movement, Exploration, Path finding		
Evaluation: **Controls**	Sometimes hard to scroll quickly w/ big map	3	/3
Evaluation: **Visuals**	Sprites & generated map are aesthetically pleasing	3	/3
Evaluation: **Gameplay**	Exploring was fun with good path finding; very instant paths	3	/3
Comments			

Experiments	Which modes/parts of the game did you test?		
Evaluation: **Controls**	Were the game interactions/transitions appropriately smooth?	3	/3
Evaluation: **Visuals**	Are the game visuals responsive to the game events?	3	/3
Evaluation: **Gameplay**	Was the experience challenging/fun/...?	2	/3
Comments	Any other thought you want to share with the developers		
	Cool visual style. Path updating with visible map is very nice touch. Actual gameplay is lacking at this stage		

Experiments			
Evaluation: **Controls**		3	/3
Evaluation: **Visuals**		3	/3
Evaluation: **Gameplay**		1	/3
Comments			

Experiments			
Evaluation: **Controls**		2	/3
Evaluation: **Visuals**		2	/3
Evaluation: **Gameplay**	Lot much	1	/3
Comments	Nice starting point		

Experiments		
Evaluation: **Controls**	Maybe have hotkeys for selecting/deselecting ship?	3/3
Evaluation: **Visuals**	The tiles look good!	3/3
Evaluation: **Gameplay**	not much to do right now, but ~~Auto~~ rerouting	1/3
Comments	looks really good! Div & Conquer is a different type of game though & excited to see future progress!	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	0/3
Comments	Any other thought you want to share with the developers The environment looks good. But ~~the~~ challengingness of the game is not there yet.	

Experiments	Which modes/parts of the game did you test? Team 11	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2.5/3
Comments	Any other thought you want to share with the developers Responsive and cool, but I'd want to see more interactions and playability of the game.	

Experiments		
Evaluation: **Controls**	Great!	3/3
Evaluation: **Visuals**	Great!	3/3
Evaluation: **Gameplay**	Nice idea. But need more time to complete more features.	2.5/3
Comments		

Experiments	team 11	
Evaluation: **Controls**	smooth	3/3
Evaluation: **Visuals**	~~very~~ interesting revealing visual	3/3
Evaluation: **Gameplay**	unique	3/3
Comments		

Experiments	Team #11	/3
Evaluation: **Controls**	3	/3
Evaluation: **Visuals**	3	/3
Evaluation: **Gameplay**	2	
Comments	Could have more interactibilty.	