

## Vacuum War Playtesting Document

2/3/2022

Integrate hand tracking to help switching heads.

Add a UI HUD/crosshair for where we are shooting.

- Differing opinions: Junce thinks we need just a scope. Ben thinks we need the option of switching crosshairs on and off.

Vary target sizes and assign higher points to smaller targets.

Add thicker strips of Velcro, contact points, or magnets to the detection end of the vacuum.

Play-testers:

Penny, Gerardo, Han, Riya, Xiaofan, Lionel, Ziyang, Zoe, Xuan, Fushan, Wei, Ember, Yiyu, Ben, Lei, Tejas, Junce, Kaisen, and Zeshi