**Team 4 Squires: Knights in the Making**

**Survey Results**

The survey mostly reaffirmed what we knew we still had to improve and provided some insight into how players interact with the game, and what could cause confusion. The most prevalent problems were the AI not being fun to play against due to acting slowly and not moving much, map navigation and player mobility, and some control bugs that occurred.

We plan to improve the player AI and implement more AI in the environment. The player AI will be refactored to improve projectile shooting calculation and move more often. There will be several more environment AI types implemented, an enemy bush that is similar in capability to the player and targets players, and a bird that wanders around the map.

Players had difficulty moving around the larger map. There will be tools that improve player mobility like moon boots, tile creator, and a jetpack. There will also be platforms that move up and down to assist in map traversal.

Some bugs appeared during testing day that we did not find in the past. Undefined behavior and some controls were disabled due to spamming of controls that did not have debouncing. Some issues occurred with the game state and pause menu when dealing with AI, and when hazards acted during turn transitions. We plan to test the game and not make changes too close to Game Day.

It seemed like it was not clear who’s turn it was and what some actions game did. We plan to have the team and player names clearly displayed on the in-game ui. In addition, a feed that gives players information about weapons that they pick up, who died, and global effects some weapons have will also be added.