# Sheepdog:

## Tutorial

Slow scroll on wasd

Tutorial said “direct build”, and it took him awhile to realize it meant “build”

Took awhile to find the engineers

(ie could use some punctuation)

You can see how many docks are left by looking at the docks menu “I’m on the docks menu…!”

Wasn’t sure what the wormhole was

When going to the galaxy vew “So we were on the planet view?”

Flickering ships off to the right at around 6:29

When pounding on the shield (for quite a number of seconds): “Are you all firing on this? Doesn’t feel like all of them are.”

Another “It feels like most of these guys aren’t firing… maybe they are?”

When hammering the second shield bubble “Wow, this really does take awhile.”

When building the colony ship, he is still in the galaxy view and clicked on the colony ship and is confused by “clicking on the gravity well”: after awhile: “I guess we have to go into here?”. Then he tries clicking on the wormhole to Iverson, then begins muttering “what’s a gravity well... is this a gravity well?”

He tries starting again from the beginning on the colony ship bit. Is still very confused.

(Eric realizes he should timestamp these notes)

13:00 clicks rapidly in frustration

13:50 he builds a colony ship.

14:22 he thinks he needs to move his colony ship to over the background image of the planet

14:28 realizes the colony ship moved TO the wormhole, but didn’t go through “how do I send it through”?

14:45 figures it out

15:36 “There’s simplistic stuff to this, and then there’s… holy crap.”

(I just realized that the ships tab isn’t ever really discussed, or at least not enough that he uses the tab to select ships)

16:28 trouble selecting scouts

16:42 “That’s not all scouts, there are some engineers in there. That’s a little bit annoying.”

(Maybe spend some time discussing various ways to move the view and move ships between systems both from planet view and from galaxy view? Either start the player with two planets or have the player shuffle some stuff around after capturing the first planet?)

17:48 “Oh, energy collector, lovely.”

17:59 “Interesting. I wonder how much micromanagement is needed in this game?”

18:30 Set rally order for ship(s) to control group 1 shows up twice on the screen. Also the player thinks this has to do with the “rally” button.

18:53 “It’s a bit dark.”

(Blue and green text (particularly blue) over the white border of the icon makes it kind of hard to read)

21:50 confusion with scouts getting in his grouping and how orders work when half of his selected ships are on one side of the wormhole and the other half is on the other

22:20 “Oh, they’re joining? Not all of them are joining.”

23:50 “Why is the firing so bad?” He’s attacking a wormhole sentinel.

23:55 “I guess we don’t need to destroy that sentinel.”

24:27 Tutorial advances to the next frame before he finishes reading it, “I don’t know why it did that.”

25:39 “Kind of like scooping along the shield a little bit there.”

(He’s been playing it at 0.6 speed for awhile and didn’t realize it, he thought he had set it back to 0 but had miscounted the number of times he pressed it.)

26:14 “Wow, the shield generator really takes awhile to take down, doesn’t it?”

26:33 “Uhhhh, really, what’s left?” speaking about the defenses. “What do we have to do?” to finish the tutorial.

28:02 “Boom, done.” But then it kind of peters off. Tutorial needs a victory screen. Takes him another couple of minutes for him to just quit.

(Also, no turrets were built during the tutorial.)

## Post-tutorial game

31:30 Confusion over the idea of naming the campaign and then clicking on the campaign. Consider clicking on the campaign to select, naming campaign, then clicking on a START button. Or prompting for campaign name as a popup when selecting the campaign.

32:19 is using WASD to pan and then having to hit his mouse on the edge of the screen to pan faster.

32:22 “Is there a way to just go “hey scout ships, go scout stuff?”

33:35 Has to zoom in to select the wormhole, can’t just put his moue over the text.

(He isn’t using the “ships” tab at all basically, but it should be the default tab people rest at.)

34:25 He is going to galaxy view to plot where his scouts should go, then going to planet view to send them through the wormhole, then back to galaxy view.

34:35 “I keep pressing E to switch between views.” He’s referencing Stellaris.

35:00 Set rally order for ship(s) to no longer go to control group persists on the screen, and at one point even shows up twice.

(I zoomed ahead while he played through the game)

52:00 Final thoughts. He says he’ll be terrible at the game because he’s not good at micromanaging.