

### **General Questions:**

► **What things did you think went well on the project?** *(Answer the following in 2-3 sentences)*

The fact that it is a two in one game - memory and trivia. It can also help people who have short term memory.

► **What was the single most frustrating part of the project?** *(Answer the following in 2-3 sentences)*

The single most frustrating part of the project was definitely the design for the user experience part.

► **How would you do things differently next time to avoid this frustration?** *(Answer the following in 2-3 sentences)*

I would plan ahead and draw a layout and test it out to real users ahead of time before constructing the prototype.

► **Were there any other issues/changes that should be considered? Please offer suggestions for methods of improvement.** *(Answer the following in 2-3 sentences)*

One of the improvements would definitely be adding hints for the trivia section. If a player has not been able to move on to the next level after three strikes, a hint option will pop up that would cost coins.

► **Iterative Solution 1: Based on your design critique, provide an additional solution to the design problem at hand.** *(Answer the following in 2-3 sentences)*

Based on Marvin's critique, the colors used should be more catchy to the eye. I would choose colors that are more relaxing to help the player concentrate as the goal of the game is to help people with short term memory.

► **Accompanying Outcome 1: Based on your design critique, provide an additional outcome to the design problem at hand.** *(Answer the following in 2-3 sentences)*

By using more sensible and relaxing colors, players can spend hours as it will bring ease to the eyes of the players without straining them.