







**General Questions:**

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

I like how I can think a little bit outside of the box to get creative on this project. I also like that I did not go off topic and put the topic to a point where I would become stuck when it comes to gathering ideals.

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

The frustrating part was trying to find images that fit to the theme of my game. I had the ideal of the images but they did not fit well with the game itself.

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

Next time I would try to make my template a little bit more understandable. It was not hard to understand, its just had parts that the user would have mistaken for something else.

➤**Were there any other issues/changes that should be considered? Please offer suggestions for methods of improvement.**

*The only issue I had was the the text was not easy to read and I should try not to get to fancy without thinking that people should be able to read the material.*

➤**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)*

*The changes I should have made was add instructions that would separate my game to the original one. I also need to have another option if the user does not want to do the truth or dare.*



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*Brief yourself on the project you will critique. Take several minutes to read the project description and observe the artwork and reflect on the questions below.*

*Name project creator and project title: Marvin Clarke - Truth or Die*

*Name of designer giving critique: Dimple Mirpuri*

**QUESTIONS pt 1: Clarification and Intent**

► *What problem was the designer trying to solve or what goal were they trying to achieve?*

The designer created a fun and enjoyable game for a group of people to play together in some gathering or a party.

► *How did the designer try to solve that problem or achieve that goal?*

The designer made a new version of the famous game, Truth or Dare.

► *How effective is what the designer did at solving the problem or achieving the goal?*

The designer did it effectively since everyone knows how to play a truth or dare game.

► *Why is or isn't what the designer did effective?*

I think it is effective because when you get together with some friends too often and you run of things to say or to do, you get to play a fun game that will reveal some interesting facts about them you never knew about.

**QUESTIONS pt 2: Digging Deeper**

► *Are there any problems the designer could or should have solved, but didn't?*

The designer could have added some instructions to his newer version of the game so players can know how different it is from the original game.

► *Do any new problems arise as a result of the choices the designer made?*

What would happen if a player chooses not to complete the truth or die (dare) task?

Source: [Discussing Design: The Art of Critique \(http://tinyurl.com/ntskvz\)](http://tinyurl.com/ntskvz)

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➤*How did the designer try to solve that problem or achieve that goal? The designer made a new version of the famous game, Truth or Dare.*

➤How effective is what the designer did at solving the problem or achieving the goal? The designer did it effectively since everyone knows how to play a truth or dare game.

➤Why is or isn't what the designer did effective? I think it is effective because when you get together with some friends too often and you run of things to say or to do, you get to play a fun game that will reveal some interesting facts about them you never knew about.

QUESTIONS pt 2: Digging Deeper ➤Are there any problems the designer could or should have solved, but didn't? The designer could have added some instructions to his newer version of the game so players can know how different it is from the original game.

➤Do any new problems arise as a result of the choices the designer made? What would happen if a player chooses not to complete the truth or die (dare) task?

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