Not sure people want to share with friends amount of time playing

Emphasize privacy for social aspects

- find out what people are and aren't comfortable with

Feedback:

- User testing (walkthroughs, Flurry, etc.)

- Privacy is big concern

- Understand the why to using a social aspect

- App needs to be social, but what info do you share?

- Who is playing what, invites, etc.

- Sorting friends by who plays most like you

- Use google play comments as source of user feedback

- Make sure privacy is clear concerning anonymity of data

- Possibly use clustering algorithms for friends games similarities

- User testing: more details. Think about how you will be doing user testing

- Use Google play comments as user feedback. Once the app is available to download, see what people have to say.

- Privacy concerns (make sure you understand why ppl would want to use it socially. People may think that there's alot of shame on spending alot of time on phone)

- Make sure privacy is clear to ppl about anonymity.

- Make app social.

- Clustering algorithms will be a way to see which friends are like you by the games you play (grouping)