Duel Focus Group

4/9/15

Focus Group

Our focus group was derived of 7 college students, 2 of which considered themselves gamers and 5 of which considered themselves occasional gamers.

**Hypothesis 1**: We predicted people would play our game during short periods of downtime.

**Question**: When would you see yourself playing this game?

**Results**: People said they would either rarely/never play the game or play the game when they were bored.

**Hypothesis 2:** We predicted that people would say that shorter gameplay, leaderboards, and an easier way to challenge friends would make the game more fun.

**Question**: What would make the game more fun?

**Results**: People suggested more animations, graphics, and making the game more complex would make the game more fun.

**Hypothesis 3**: We predicted that the game would mainly be played on mobile phones.

**Question**: What devices do you see this game being played on?

**Results**: People said a combination of any device and phones and tablets.

Survey results- <https://docs.google.com/spreadsheets/d/1Tdi-yrH-S69x4ZSPWKCBmrIya9hBxxWfQHLrLYIPfJM/edit#gid=1415000930>