

## Feedback Matrix

	<b>Unexpected</b> Items mentioned that surprised us	<b>Expected</b> Items we anticipated being mentioned
<b>Positive</b> Features the users liked	<b>Habituate it</b> <ul style="list-style-type: none"> <li>• Liked winning at maths</li> <li>• Movement clear</li> <li>• Generated map</li> <li>• Additor enemy</li> </ul>	<b>Celebrate it</b> <ul style="list-style-type: none"> <li>• Sound effects</li> <li>• Fighting enemies was cool</li> </ul>
<b>Negative</b> Features users did not like	<b>Explore it</b> <ul style="list-style-type: none"> <li>• Room layouts confusing and or frustrating</li> <li>• Small screen size</li> <li>• Difficult maths</li> <li>• Location was confusing</li> <li>• Needs smoother key pressing</li> </ul>	<b>Act on it</b> <ul style="list-style-type: none"> <li>• Lack of goal</li> <li>• Accidentally running into enemies</li> <li>• Limited actions</li> </ul>

<b>User suggestions</b>	<ul style="list-style-type: none"> <li>• More room type</li> <li>• Larger screen</li> <li>• Timing and time limits</li> <li>• Moving Enemies</li> </ul>
<b>Items to action</b>	<ul style="list-style-type: none"> <li>• Improve Enemy interactions to</li> <li>• Positioning of enemies to allow more decision time before interactions</li> </ul>