

- Discussed how to track score
 - Richard is implementing that with JSON
- Discussed scaling of difficulty
 - More details on how to decide which times table values should be included
- Discussed visual element that shows what player/AI picks
 - Text bubble where its like the person says their answer to the last question
- Slow down animation for winning a round
- Add hover animation on buttons
- Discussed how to navigate to help page from other pages
 - Putting it as a maybe to do cause its near the end
 - ? button on the maingame page?
- Discussing results from Think-Aloud Usability Study to answer last question
 - Christine: Game is a little too easy and help page was not pressed without direction
 - Sammy:
 - Positive statement: They have said "I appreciate the very simple design and function."
 - Remarks to improve: Could include a math practice gamemode for students who have not grasped multiplication as well. In round and even in the stats page, when getting a question wrong, should show the answer. Should make it so that you take damage when getting a question wrong, or at least increase the penalty.
 - Thatcher:
 - Edgar:
 - Mohamed:
 - Positive feedback: ""I like the concept of fighting the computer"
 - Issues/Challenges:
 - The game was too easy.
 - I don't know if the computer was right or not.
 - I don't know the exact health of me or the opponent.
 - Richard:
 - Positive feedback: "I like the UI design layout, the main page looks very clean, the goal of the game is very familiar." "I like the functionality of the game, like scoring and AI answering logic"
 - Issues/Challenges: Game crashing bug, significant gameplay issues. Practice mode screen transitions to main game, shouldn't happen (was fixed, just broken on old version). Post-round screen isn't implemented (might still need some reworking, but is much better in the newest version)