

**1) What are your feelings about these Main Menu concepts? What would you change about them? Which one do you prefer?**

I prefer the second one due to the board game aspect and the creepy, haunted theme. The first one reminds me of a low-budget child mystery book. If I were to improve the second Main Menu mock-up, I would add more contrast, add more earthy, dark tones. The orange text in the first Main Menu mock-up feels off.

**2) What are your feelings about this In-Game User Interface concept? What aspects do you want to be kept, and what aspects do you want to be changed?**

I like many aspects of this interface. Give an option to minimize the player card, and expand it upon user interaction. Add a possible drop-down menu to see the turn order of the players. The screen looks quite busy and while there's more information to add, it would become too crowded.

**3) What features or information would you like available to you if you were to play a demo or final release of this game?**

Include the haunt/Omen timer on screen. Possibly add it to the player card or an expandable menu. Add a tips/tricks option to the in-game menu, or a Help page. Add a tutorial to the Main Menu. Add descriptions for the phases of the game and what criteria concludes each phase.

**4) Do you have any other questions, comments, or concerns?**

Not at this time