

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

I prefer the first Main Menu mock-up because it looks more inviting and seems to be more appealing for younger audiences. The second Main Menu mock-up seems as if this was some sort of horror game and looks like it more accurately reflects the theme of the game

**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 enjoy the font selection. This user interface seems easy to use and easy to follow. I appreciate the background because it makes it still give board game vibes

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

An interactive rulebook and/or click-through tutorial from the Main Menu and in-game

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

Not at this time