

GAME PLAY:

The Game has a maximum of four shape choices and four color choices. The Maximum number of color shape combinations that can be dealt is 7. To avoid users selecting an incorrect number that is not odd, the users are presented with 3 choices, however incorrect input is handled in the Game Class. The user is first presented with the Rules, They select the Number of Shape Color pairs they want, and then It transitions to the actual game play. The Users can only pick from the colors and shapes that they selected to be In the game, This was done to improve playability, they users appreciated this feature.

USER STUDY:

When we tested our game on the users, They thought the game “wasn’t the most fun”, however the rules were easy enough to follow and like how the game looked overall. One change occurred as a result of testing on our second user. When selecting the shapes and colors they had to guess all of them before they can guess the first shape. They suggested that we have them be able to only guess the shapes one at a time, and then had a lot better time playing the game.