**Processed Feedback**

**Positive points:**

The concept fits really well together between GXP and the mechanical bit.  
Concept fits really well with the target audience.  
The robot is a really fun idea.  
The art style is really nice and fits well with the children  
The theme overall makes sense  
The simplicity really fits the younger audience  
Aligns with metropolis well  
Magnet vs Fan is a really nice dichotomy  
Really cool robot design

**Discussion points:**

|  |  |
| --- | --- |
| Failure State | |
| Feedback for | Feedback against |
| Without failure state it can get boring really quickly(Especially older kids) | No failure state is nice for younger kids who have no experience |
| Without failure state the kids don’t learn | The game is too short for the kids to nice there’s no failure state anyway |

Arguments in group discussion:

Conclusion:

|  |  |
| --- | --- |
| Art style too dim | |
| Feedback for | Feedback against |
| The art style has too much gray in it | Art style is really nice and simple and fits the children |
| The colours are very dim |  |

|  |  |
| --- | --- |
| Longer chain reaction | |
| Feedback for | Feedback against |
| The chain reaction might be over so quickly they don’t notice it | People really liked the way it currently flows |

Arguments in group discussion:

Conclusion: