**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:**

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| --- | --- |
| 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 with the mouse/anything |
| Without failure state the kids don’t learn | The game is too short for the kids to notice there’s no failure state anyway |

Arguments in group discussion: Objective isn’t to learn game but learn real-world knowledge. We target the younger audience overall. More of a toy than a game. It’s impossible to appeal to the entire range of 4-12 with one game, thus our focus is mostly on the young. Younger kids can still play.

Conclusion: After the arguments we voted on the option of a failure state(automatic reset) or no failure state at all. We voted and got 5-1, we talked to the last person who wanted it to be failable and presented our arguments and voting again after the result was 6-0 in favour.

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| 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 |  |

Arguments in group discussion: Assets are super colourful, so actually putting the assets on the backgrounds will make them pop and make this a non-argument. We changed the robot colour from gray to a brighter white to see how that looked.

Conclusion: We really liked the brighter white robot version so we changed to that, but kept the rest of the art unchanged.

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| 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: We disagree it’s too quick, with the max being 30 seconds we feel like our current ~20 seconds is already fine.

Conclusion: No change.