

April 17<sup>th</sup> 2020

User Feedback:

This user case was done with two people simultaneously.

Therefore I could not write down everything since it was something

Time ~15 min.

User 2:

- Created a lobby.

- Doesn't know what to do.

- Left before we could start a game session for real, it took too long to start and confusion when players are joining.

User 1:

- Confusion with the word "link" when joining a lobby. Easily misinterpreted

- Possible to join wrong lobby without knowing.

- General confusion around the game.

- Not clear how to end the game.

- Styling is needed to make everything.

- It would be good to be able change answer.

Other stuff we found is that there was a bug with synchronisation