Tester’s Name: Taylor Garcia

Date: 11/11/2014

Time: 9am

**Feedback**

* Dialogue in separate object is much cleaner, easier to use & organize
* Separate object allows for copying & moving dialogue components, creating & reusing prefabs
* Suggest maybe even more convenience functionality regarding prefabs (existing prefabs maybe? presets?)
* Tracking which dialogue response or "next" dialogue in a conversation links to what is kind of confusing after having added them (names are all the same), suggest maybe having some way that each has an automatic naming convention? Outline fashion (1, 1a, 1ai, etc)?Or custom names? Even iterative numbering appended to the names would help
* Creating dialogue via the unity gui is fairly simple and straightforward besides previous comment, though number of components tends to add up quick and make things a little confusing, maybe find some way to make it less cluttery? More organized? Not a huge issue, still very preferred over previous organization
* Maybe make easier to add dialogue via script? Convenience methods/script? Would be helpful when generating and copying conversations for multiple game objects
  + Current setup (adding components to game object via script) is still fairly intuitive if solution not easy/possible, just hard to rely on where the relevant conversation objects need to go in hierarchy (which object or child needs to be targeted) and what critical components are already existing on the game object, if any (interactable, RandomConversable vs Conversable, etc)
* Probably more of a post-development thing, but most of the confusion when first using/exploring the API might be fixed by some kind of quick start guide / short tutorial
  + Maybe a very simplified example or even just a visual image representing the different components and how they need/interact with each other (e.g. basic flow chart, labeled shapes & arrows)
  + Big issue is just determining which elements the user of the API needs to know about and use up front, and which are more back end or behind the scenes elements
* (Also included in previous "play-test" sessions )
  + A more visual front end editor (if it can be created) would help a lot in organizing & visualizing both the quest elements and dialogue elements (for example Unity's Animation State Machine, the Model | Rig | Animation complex game object, particle system)