Joshua Scrivner

April 5th 2020

Michael Cassens

Creative Coding II

Milestone 5

As far as testing with my game I plan on having some friends and family try it. However I primarily want to do three separate tests with my sister specifically. I want to do things this way because I want to see what ideas she has throughout the building process to see what she thinks may make it feel more like a game.

She doesn’t pride herself in being an avid gamer but she is definitely someone who enjoys games through and through. This is why I think her insight will be particularly helpful, we’ll see how that goes! :D