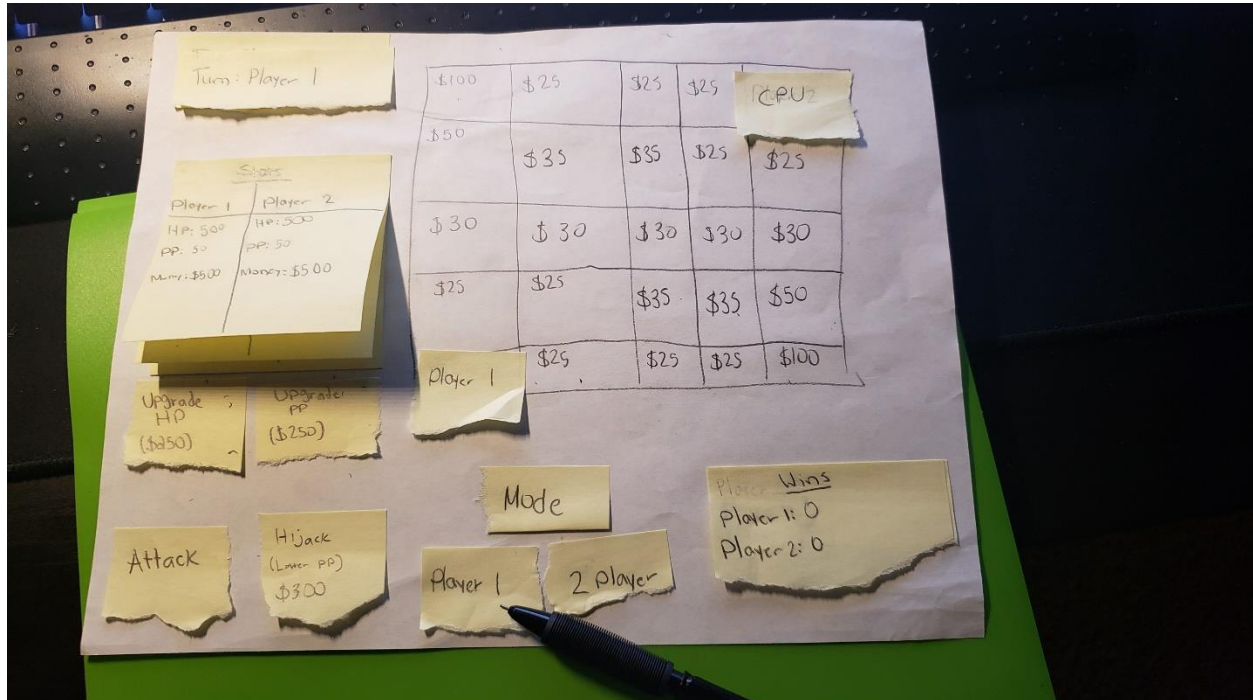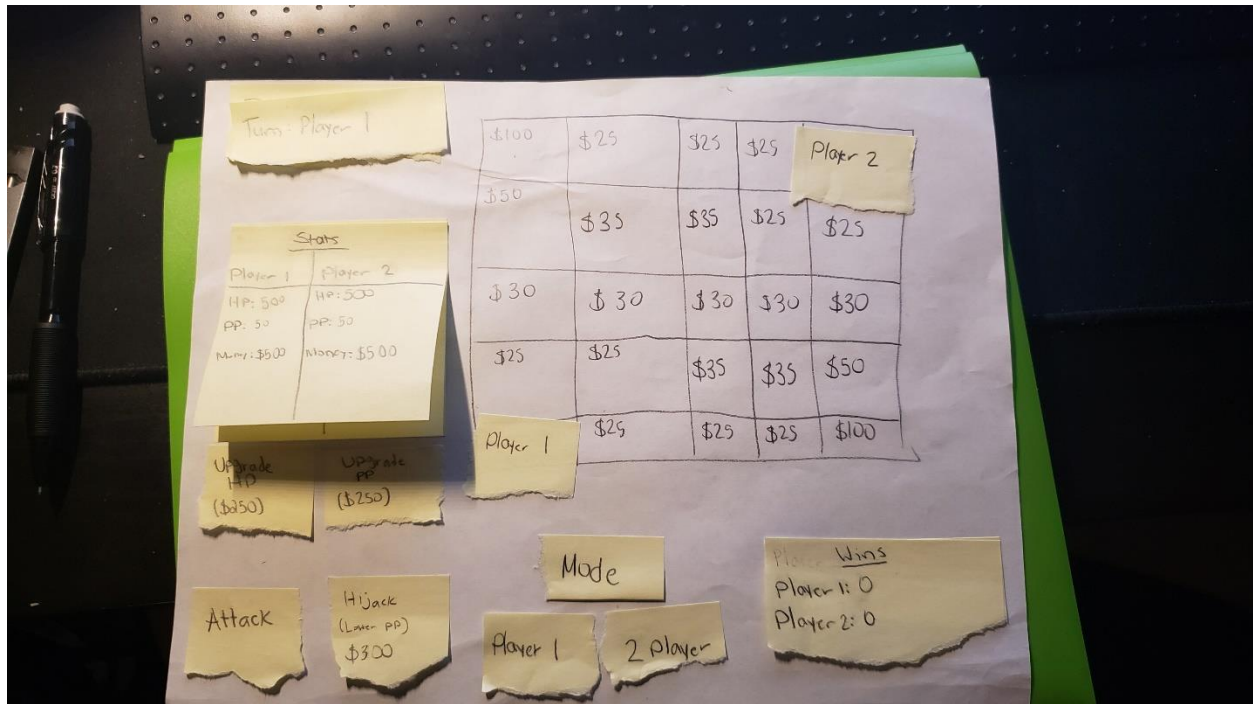Justin Yun

CSCI 3010

Prototype

*Note: I have the actual low fidelity prototype if you would like to see it in person.
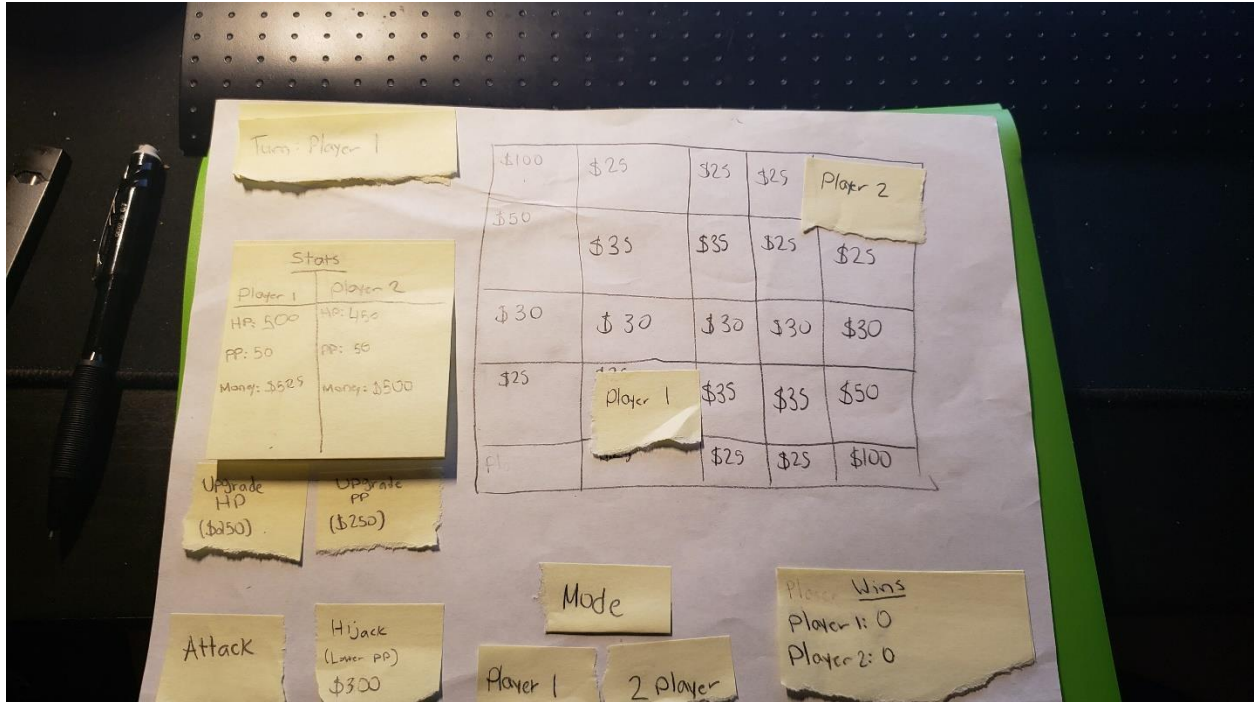
1. Choosing whether to play 1 Player or 2 Players. (Chose 1 Player).
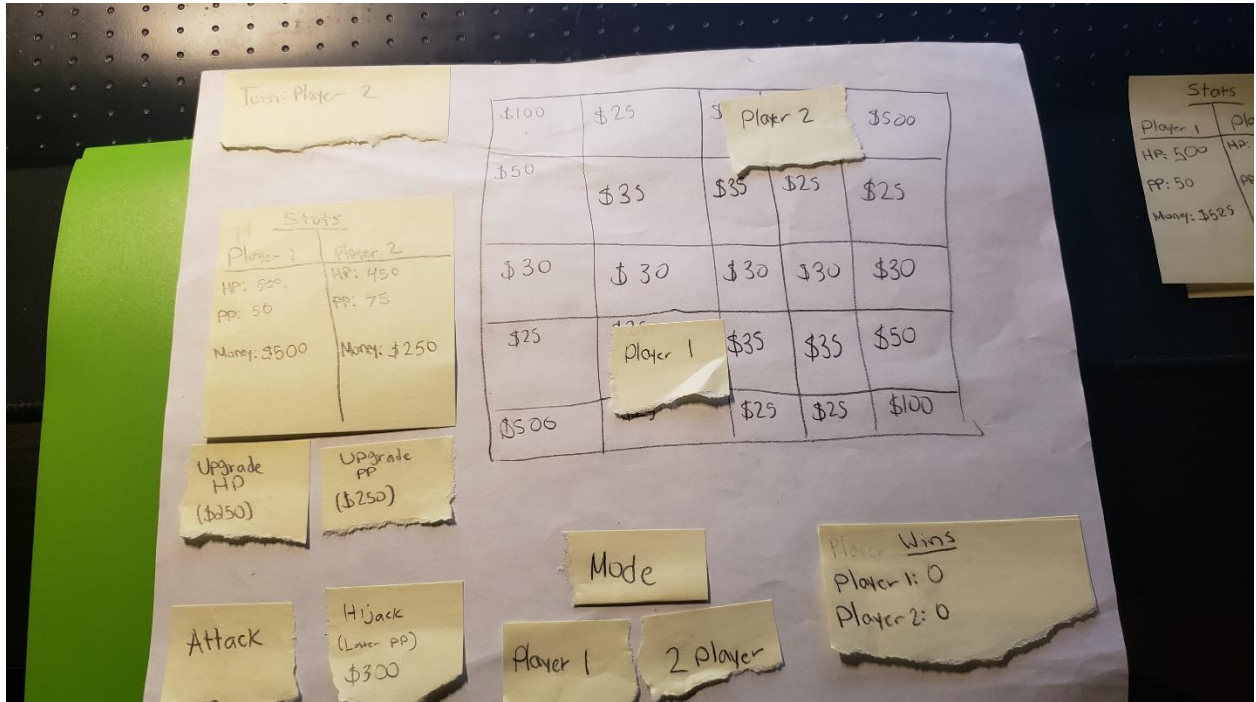
2. Initial state after choosing the "2 Player" mode.
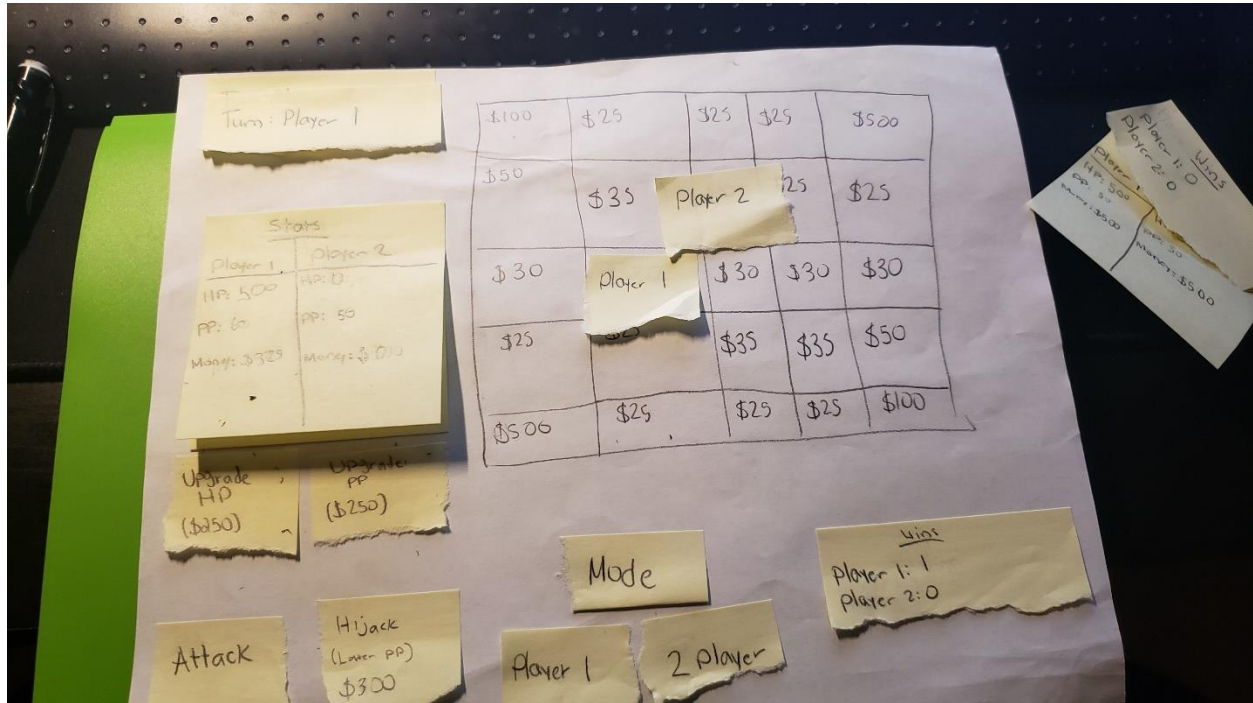
3. Player 1 moving on the board and choosing the attack option. Updates Player 2's health

   point and updates money for Player 1. Switches the turn indicator.

4. Player 2 moving and deciding to upgrade their power point (PP). Stat table for Player 2
   gets updated (Money and Power Points).

5. Player 1 defeats Player 2 because Player 2 ran out of health points (HP). Updates the win table.

Feedback

Name (Major)	Feedback	Improvement
Brendan (Comp Sci)	Overall, he found the UI to be easy to navigate. He did get confused with some of the buttons because they were too cluttered. He also was not sure when the game ends. Other than that, he was able understand what purpose each button served. He liked how the "action" buttons were grouped together; therefore, he didn't have to search all over the program for a button to press.	Spread out buttons for the UI. Add brief instruction before the game starts. Make it very clear what the objective of the game. For example, make sure the user knows that the other player must reach 0 HP to win.
Robin (Business)	He had more difficulty knowing what each button meant because he did play these types of games. For example, he was confused what PP stood for. Also, he was also not sure how to win the game. He was wondering if the other player had to reach $0 or reach 0 HP. He commented how the UI layout could be improved. For example, he suggested to move the stats towards the bottom because it took too much of the left space.	Edit the UI so it does not waste too much space. Add brief instruction and explain what the purpose is for this game. Expanding on the brief instruction, add help button to display the instructions.