

Game Design Document

Team: Need for Speed

WebGL Link:<https://yechan96.itch.io/nft-tinder>

Github Repo: <https://github.com/euiguki/nft-tinder>

Midterm Demo : <https://www.youtube.com/watch?v=cLPFBfLQDhw>

Team Member	Email	Unity Tutorials	List of Played Games
Derrick Eui Gyu Kim	euiguki@usc.edu	https://www.youtube.com/watch?v=gB1F9G0JXOo	Lucid Adventure, Candy Crush
YeChan Lee	yechanl@usc.edu	https://thirdtime.medium.com/fro-m-zero-to-10-000-nfts-a-unity-developer-learning-solana-772911b56b2e	League of Legends Cult of the Lamb
Surili Bharat Hansalia	hansalia@usc.edu	https://www.youtube.com/watch?v=pwZpJzpE2IQ&feature=youtu.be	Ball blast, flow free, Zen Match, Fruit Ninja, Parking Jam, 2048
Deddeep Reddy Siddareddy	siddared@usc.edu	https://www.youtube.com/watch?v=xIRQyHWGeE0	<i>Angry Birds, World of Tanks</i> , Brawl stars, Clash Royale
Weiyi Jiang	weiyijia@usc.edu	https://www.youtube.com/watch?v=QbqnDbexrCw&vl=en	<i>One Piece Treasure Cruise, Flappy Bird</i> , LOL.CSGO
Riddhi Patel(PM)	riddhiha@usc.edu	https://learn.unity.com/tutorial/explore-the-unity-editor-1#6273f00fedbc2a7f158cc1f2 https://www.youtube.com/watch?v=J1ng1zA3-Pk	Subway Surfers , Temple Run , Bounce , Township
Prudhvi Raj Patnala	patnala@usc.edu	https://www.youtube.com/watch?v=xIRQyHWGeE0 https://www.youtube.com/watch?v=hCATjF4-3XM https://www.youtube.com/watch?v=JivuXdrIHK0	Tetris, PacMan, Subway Surfers

1.1 Video Review links

Team Member	Spurpunk TD Review links
Derrick Eui Gyu Kim	https://www.youtube.com/watch?v=y-0_SIGorLE
YeChan Lee	https://www.youtube.com/watch?v=nvSFu_X8yIU
Surili Bharat Hansalia	https://youtu.be/ai6TBwMabrk
Dedeep Reddy Siddareddy	https://youtu.be/vpxgloO5B4w
Weiyi Jiang	https://youtu.be/6zAO3f3yCCq
Riddhi Patel	https://youtu.be/N8qrb6bb6fE
Prudhvi Raj Patnala	https://youtu.be/gDgVbtIAP8U

1.2 Chosen Game

NFT- Tinder

Game name = Non-Fungible Tinder

1.3 Rough Game Idea

Casual Simulation game where players can play Tinder-like game to “match” to buy NFTs or not buy NFTs in a set amount of time. At the end of the day, the player can choose to sell their collection for short term gains or to hold their NFTs at a chance to sell them at a higher price. The goal of the game is to make as much profit as possible within a set amount of rounds/days without going bankrupt.

1.4 Game Mechanics

Button for Buy Page	
Click right	Buy an NFT
Click left	Pass when buying an NFT

Button for Sell Page	
Sell	Just sell after clicking on selected items
Sell All	Sell all items

There are two sections: one for the buy page, and one for the sell page.

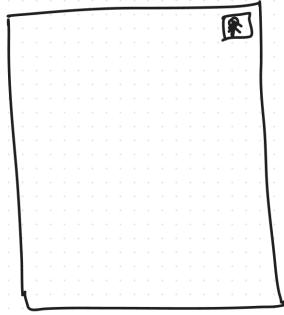
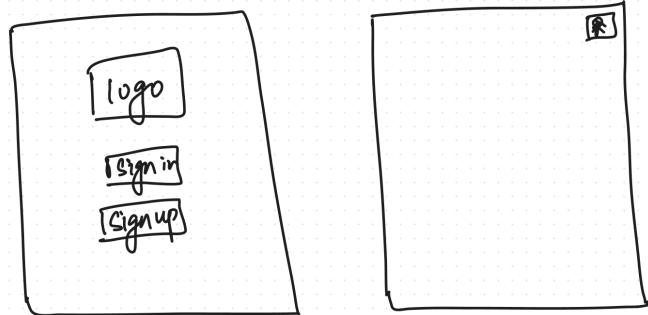
During the buying phase, the user should buy the NFTs that the user thinks will maximize their profits. And during the sell phase, the user can choose to sell their bought NFTs.

There are complications that can arise, given that NFT's values change as time changes because there are trends that indicate certain types of NFTs are popular at certain times.

Prototype #1:

Surili Bharat Hansalia, Dedeep Reddy Siddareddy, Riddhi Patel, Prudhvi Raj Patnala

- 1) User input via swipe: dragging left and right to buy/pass.
- 2) User needs to make quick decisions within 3-5 seconds based on the data available to them -
 - a) trending category of nft(to sell)
 - b) no of users owning the nft
 - c) future trends(to make decisions on which NFT to buy)
 - d) Breaking news (Might crash / moon a particular nft)
 - e) Decide whether to sell all/some of the NFTs at end of each day
- 3) The difficulty level would be decided by the amount of time the player gets to make a decision to buy/sell based on their previous score/portfolio money.
 - a) Players with high scores get less time to make a decision and vice versa
 - b) Increase the no of current trends and breaking news topics/items to keep track while making decisions
- 4) The end of each level would be the EOD for trading NFTs where the user will have to decide whether to sell or not. Based on their portfolio value, decide the difficulty of the next level.
- 5) The no of levels would be a fixed number for example 30 trading days.



user pic → leads to settings or profile details

NFT Stats

- Trend Score
- Price
- Category
- # of bidders

\$1000

No Yes

Portfolio Details

- Valuation : \$xyz
- Num Tokens owned

Collections

Sell Buy

MARKET OPEN

DATE - XXX TIME - XXX

FUTURE EVENTS

CUR PORT VALUE - \$XXXX

MONEY LEFT - \$XXXX

NFT LOGO

TRENDING RANK - XXX

NO OF USERS OWNED - XXX

OUTLOOK [POS/NEG]

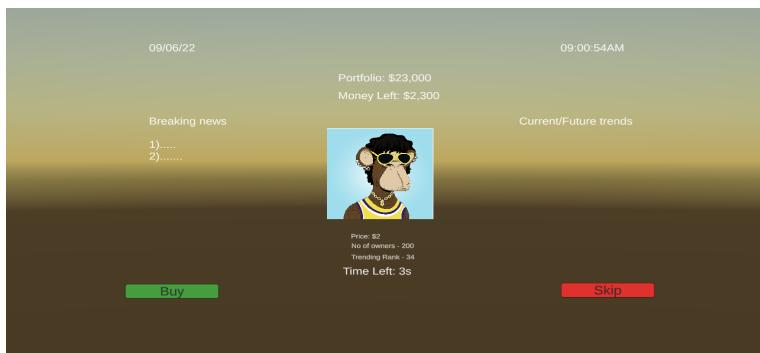
PRICE : XXX

CATEGORY : XXX

SKIP BUY

TIME LEFT - XXX

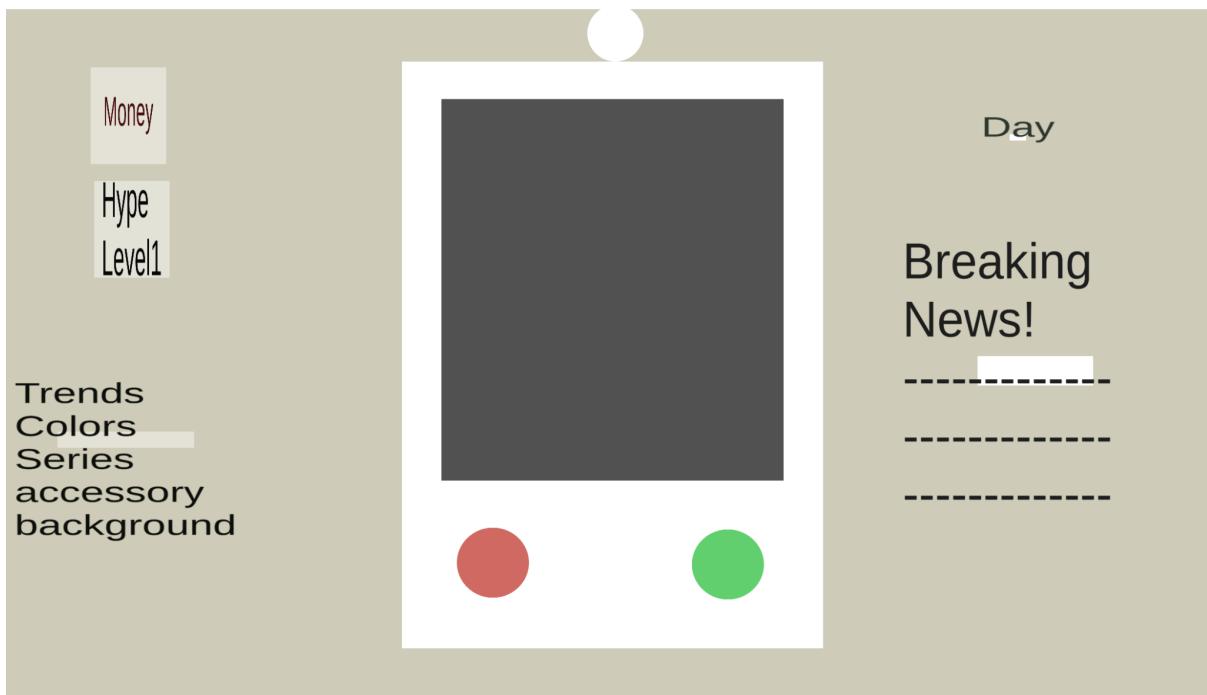
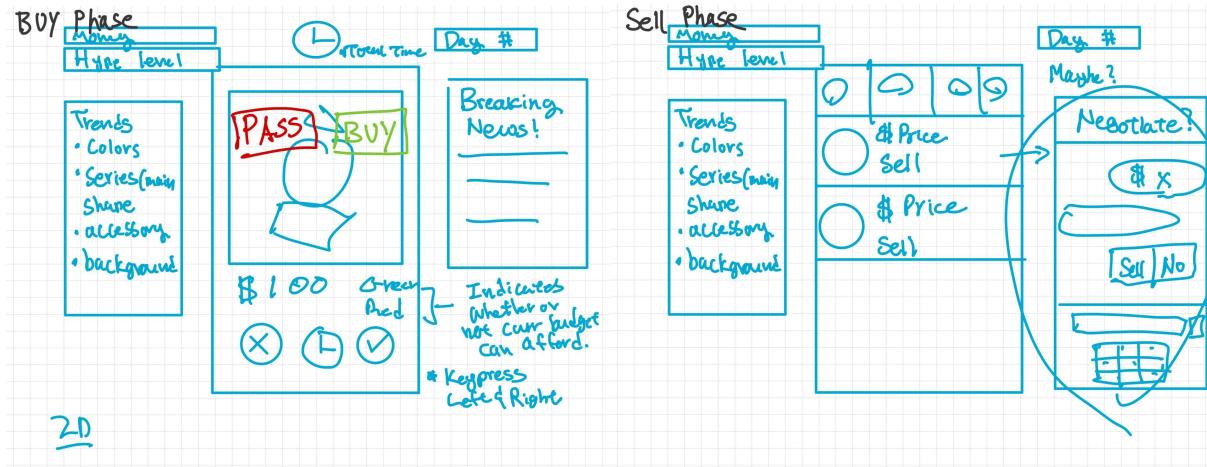
Events which can affect the price of a certain category of NFTs



Prototype #2:

YeChan Lee, Weiyi Jiang, Derrick Eui Gyu Kim

User input is through the left and right keypresses



Pricing Algorithm(Dedeep and Prudhvi):

<https://drive.google.com/file/d/1UwVrxO0ac-blXR18UhZdlx7pnlokD5MI/view?usp=sharing>

Level Design(Proto type):

Level Designing

Day 1: train 2

Day 2: Introduce fever

Day 3: trends τ_1

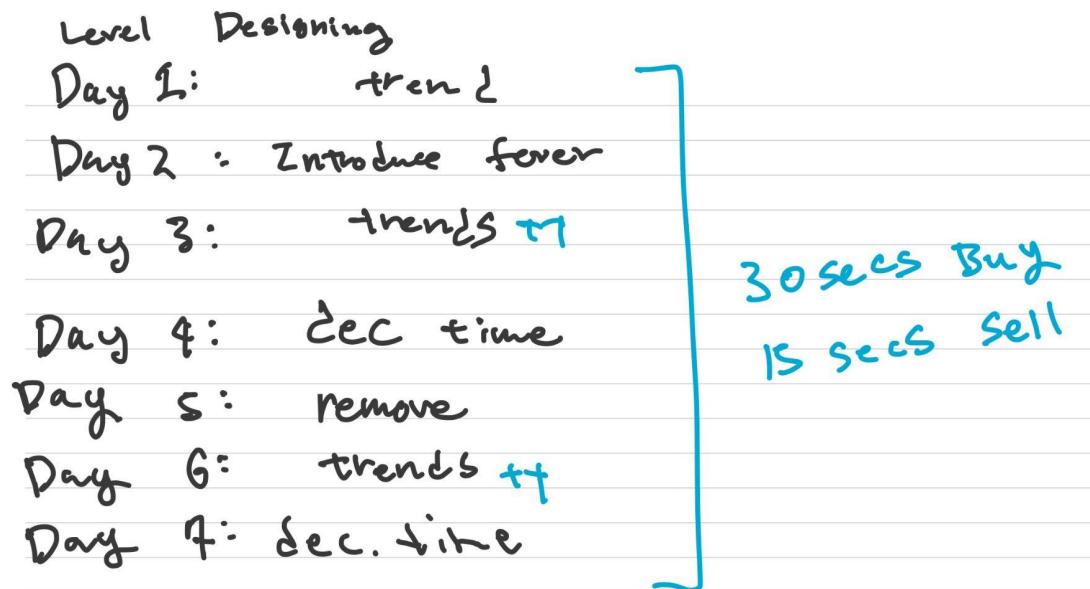
Day 4: dec time

Day 5: remove

Day 6: trends τ_2

Day 7: dec. time

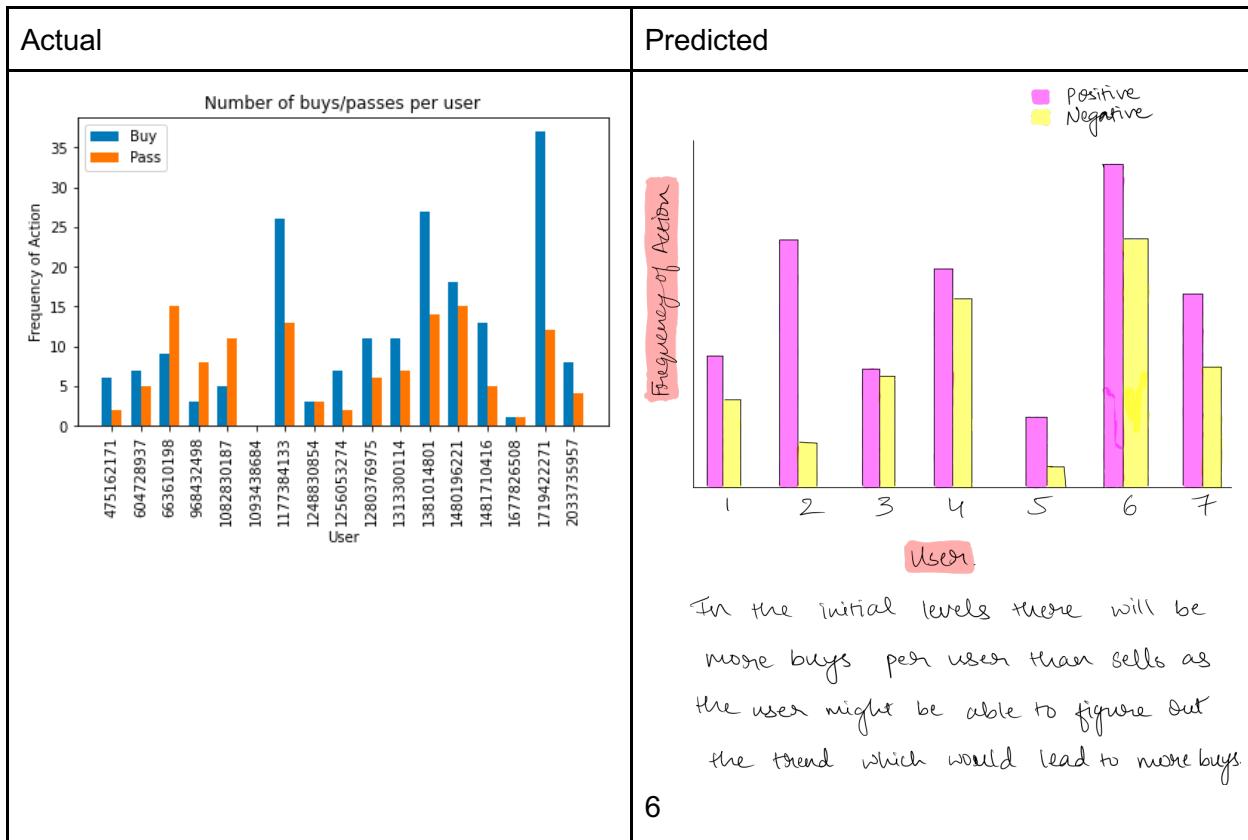
30secs Buy
15secs Sell



Analytics(Firebase) - Before Midterm

We used firebase to push the data, and we used a python script to generate the barplot.

1) Number of buys/passes per user

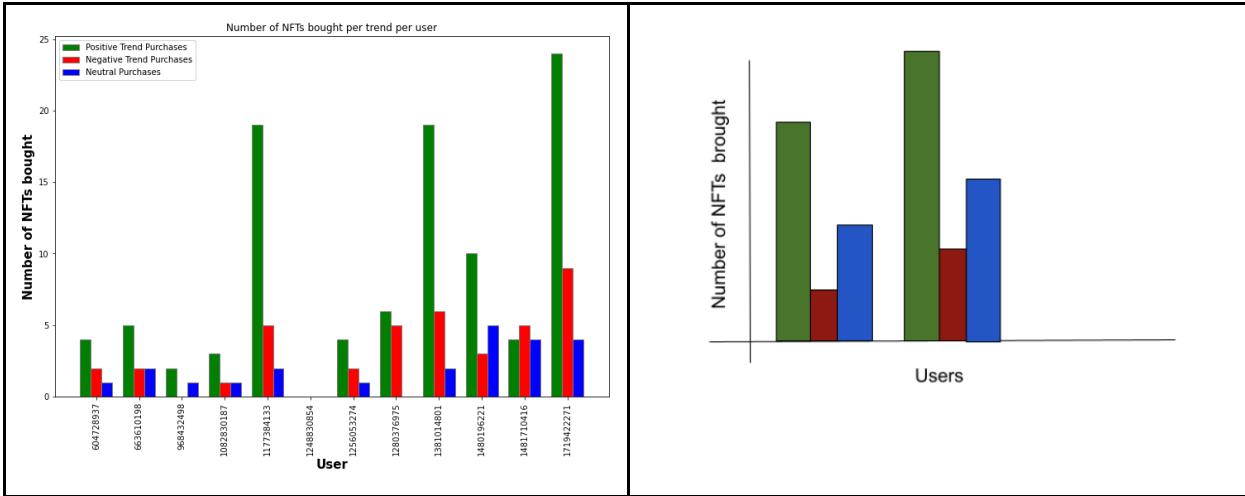


Helps us understand which action is more frequent per user.

Answers this question: "Is the user purchasing more or passing more?"

2) Number of NFTs bought per trend per user

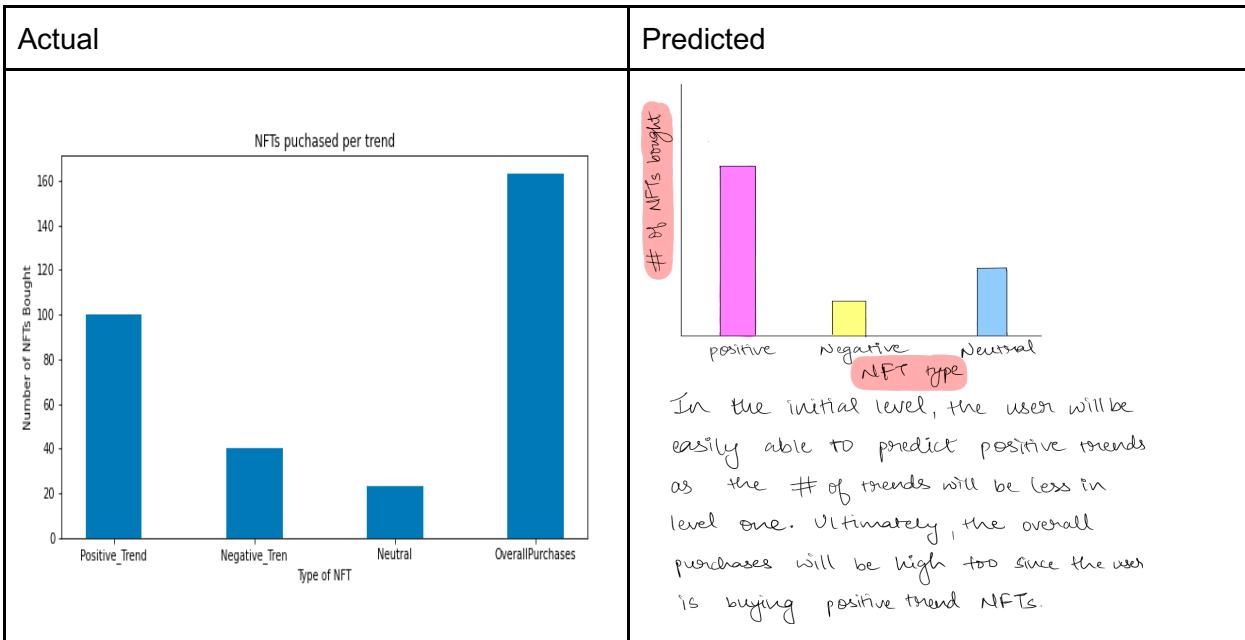
Actual	Predicted
--------	-----------



Helps understand if the user makes good or bad purchase decisions

Answers these questions: "Is the user purchase strategy positive or negative? Do they buy more positive trend NFTs or not?"

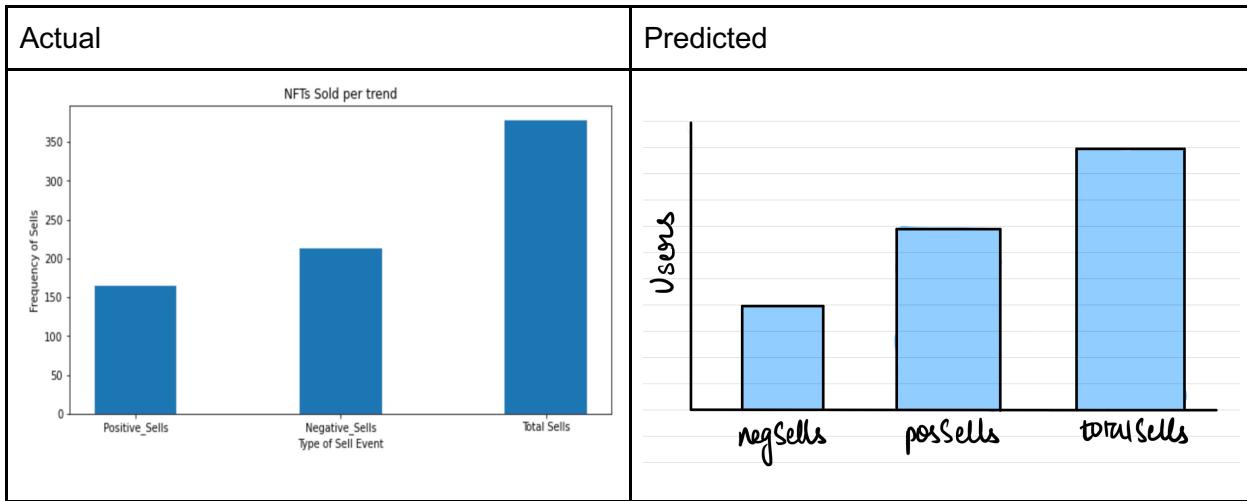
3) NFTs purchased per trend



Helps in understanding the overall purchase behavior of users playing the game.

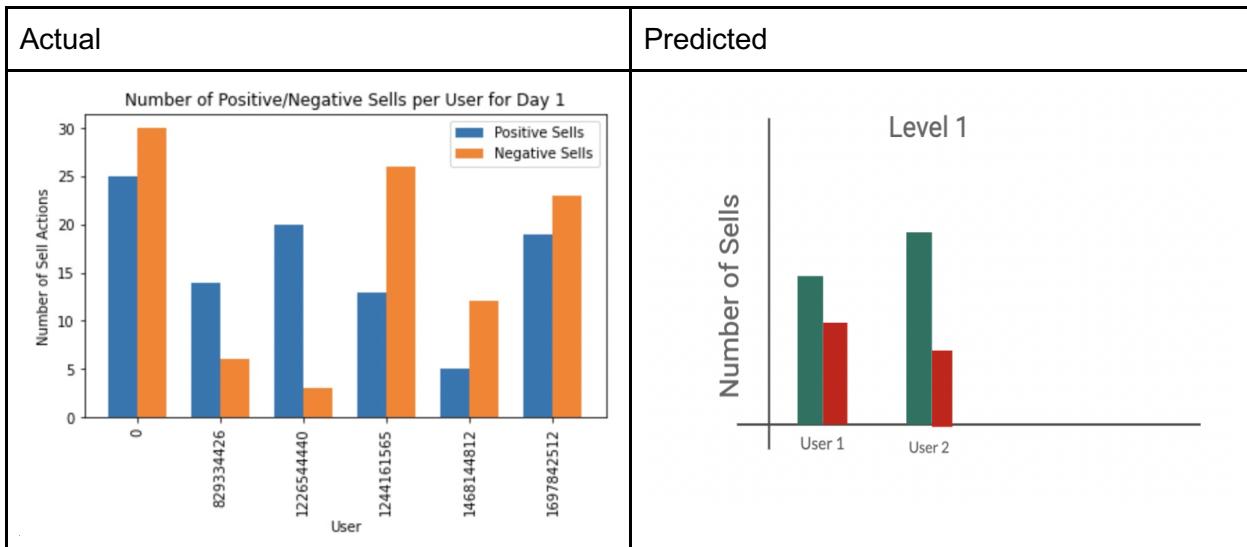
Answers this question: "Are the users making good purchase decisions?

4) NFTs sold per Trend



We want to analyze the sell pattern of the users to see whether they are able to understand the trends on the sell phase and are able to sell the NFTs that were positively trending instead of the ones that are negatively trending.

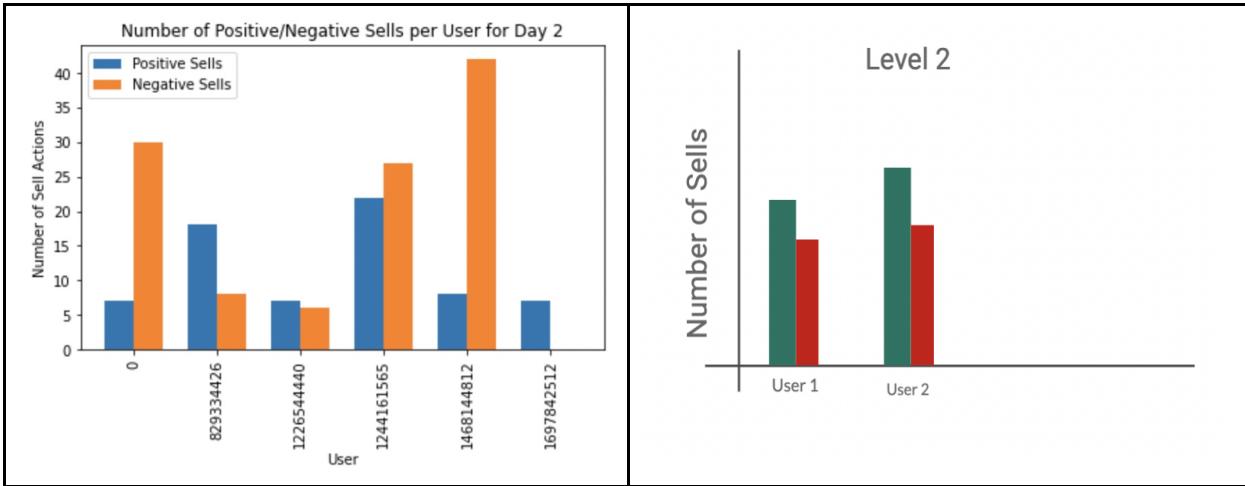
5) Number of Positive / Negative trends per User for Level 1



This graph builds on top of the previous graph to analyze if the pattern seen in the previous chart was an anomaly or not. If it's an anomaly, then we need to detect if a particular user skewed the data or if all the users faced issues to understand what to sell and what not to sell. This is for level 1 / Day 1.

6) Number of Positive / Negative trends per User for Level 2

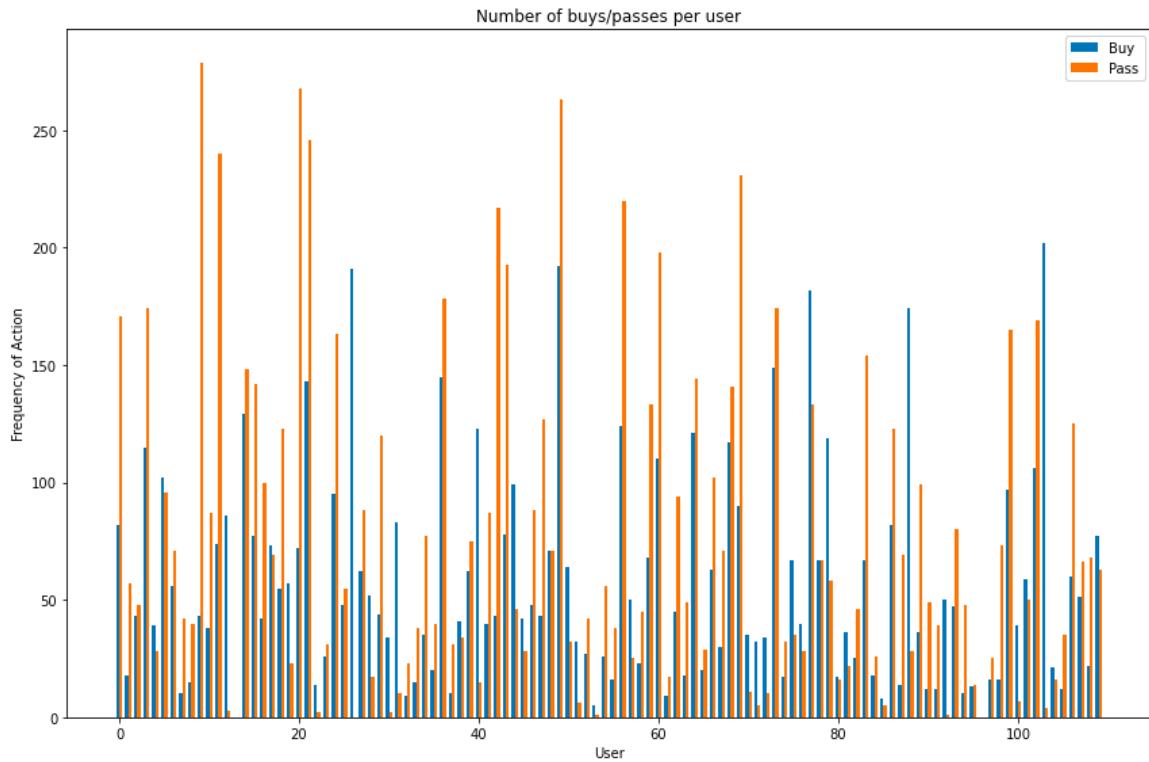
Actual	Predicted
--------	-----------



This graph builds on top of the previous graph to analyze if the pattern seen in the previous chart was an anomaly or not. If it's an anomaly, then we need to detect if a particular user skewed the data or if all the users faced issues to understand what to sell and what not to sell. This is for level 2 / Day 2.

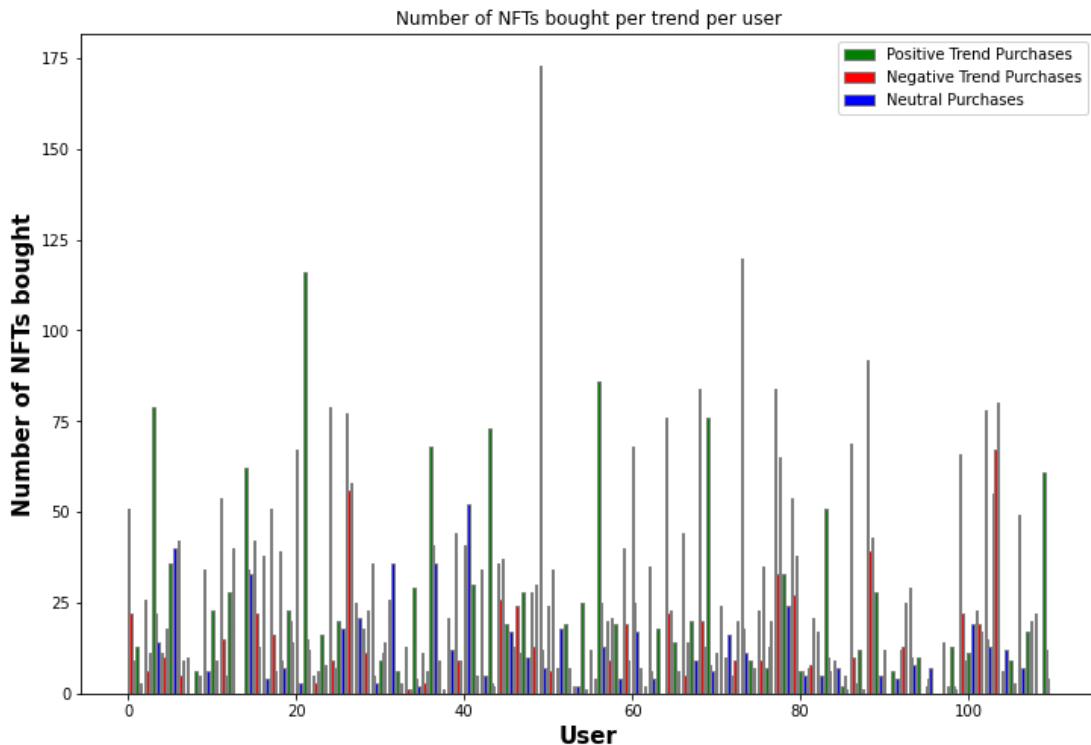
Analytics(Midterm)

1. User Action Analysis:

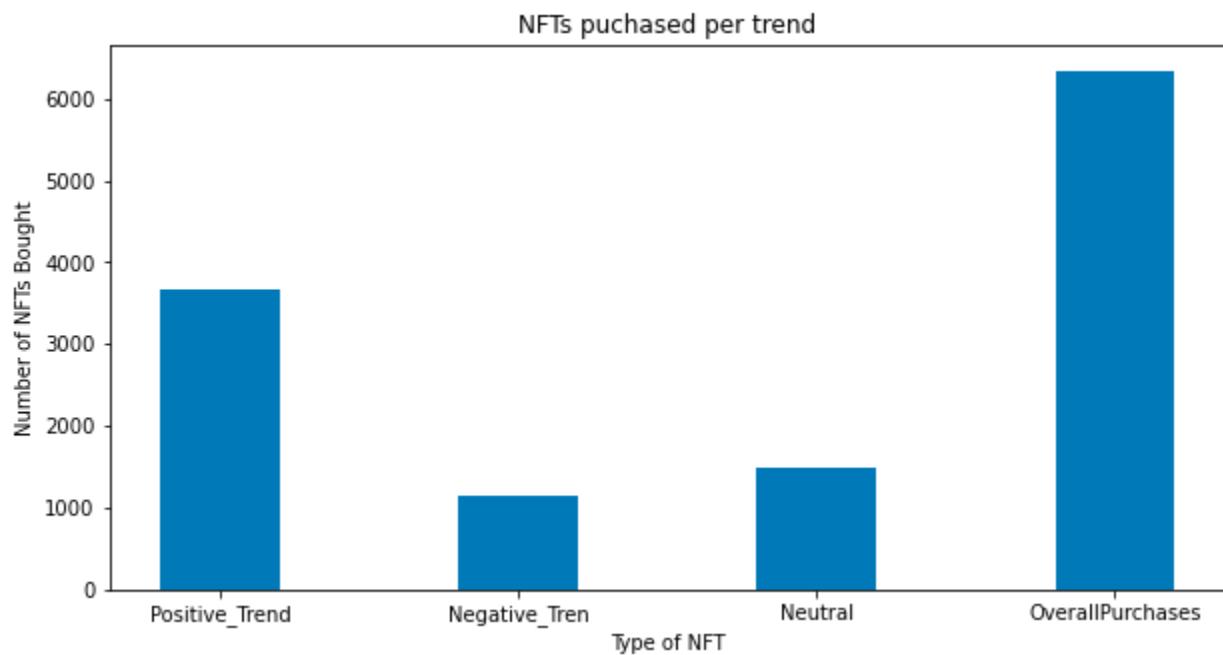


2. User Buy Pattern Analysis:

Individual:

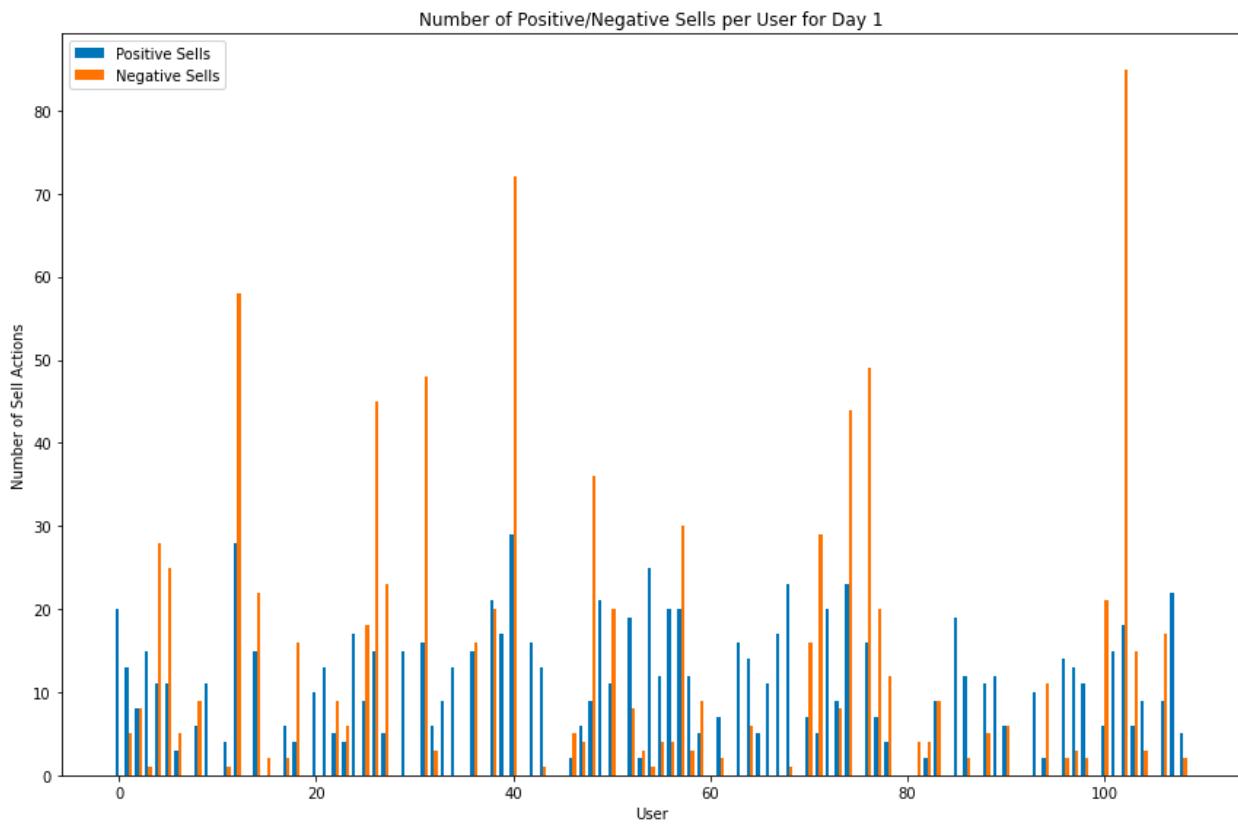


3. Aggregate:

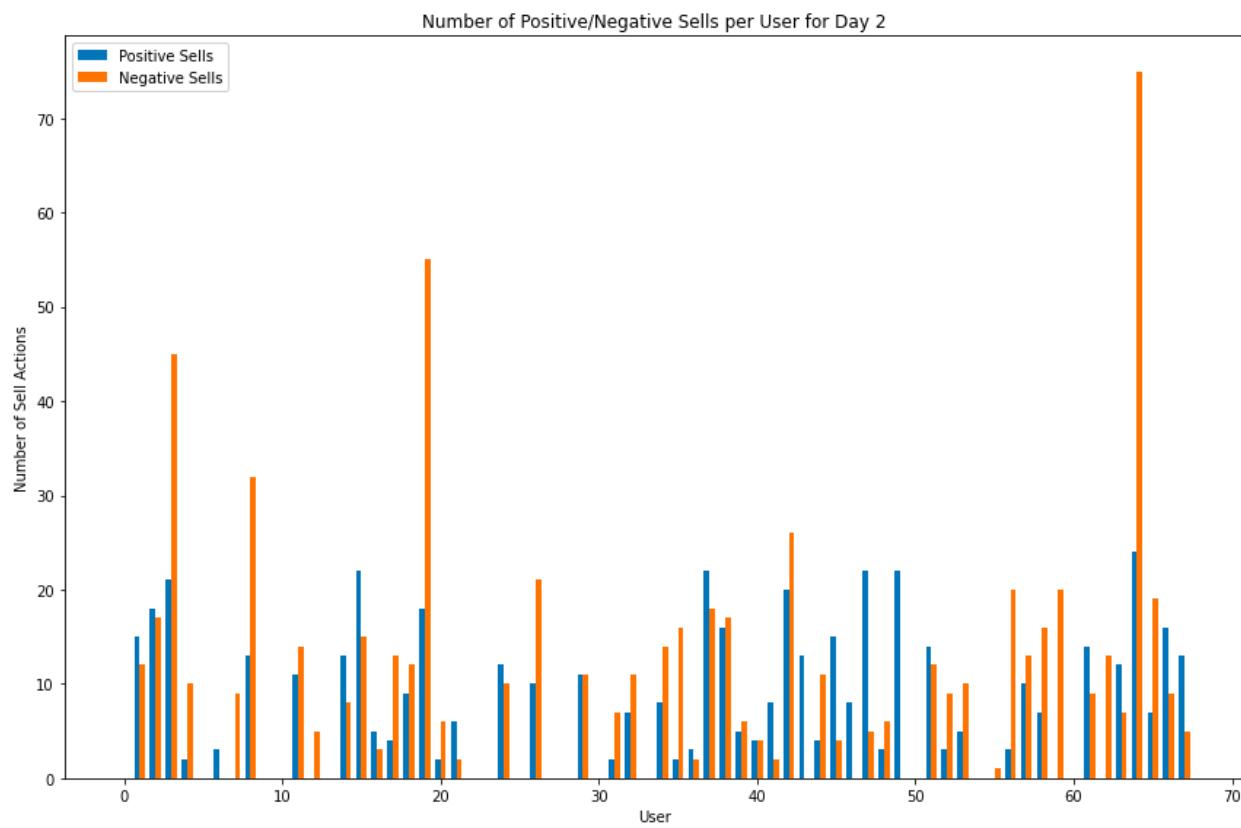


4. User Sell Patterns:

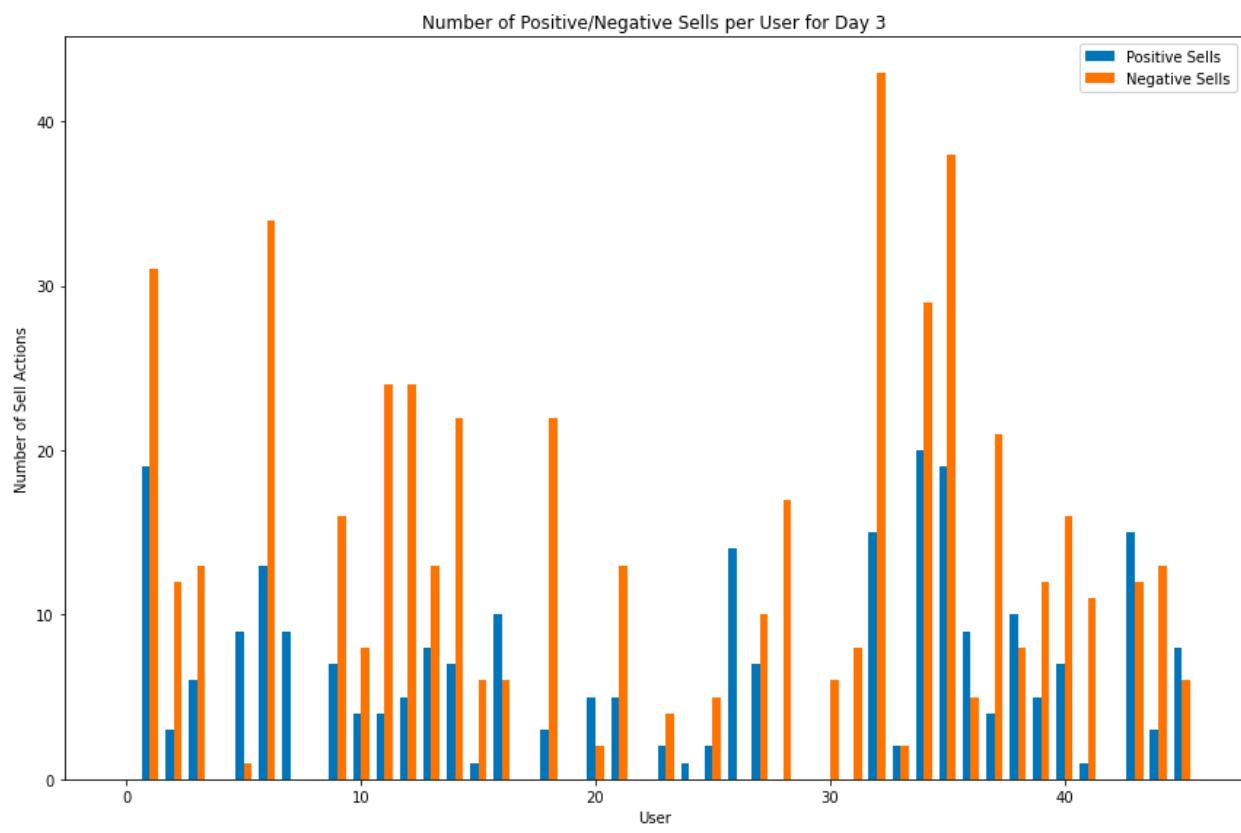
Individual:



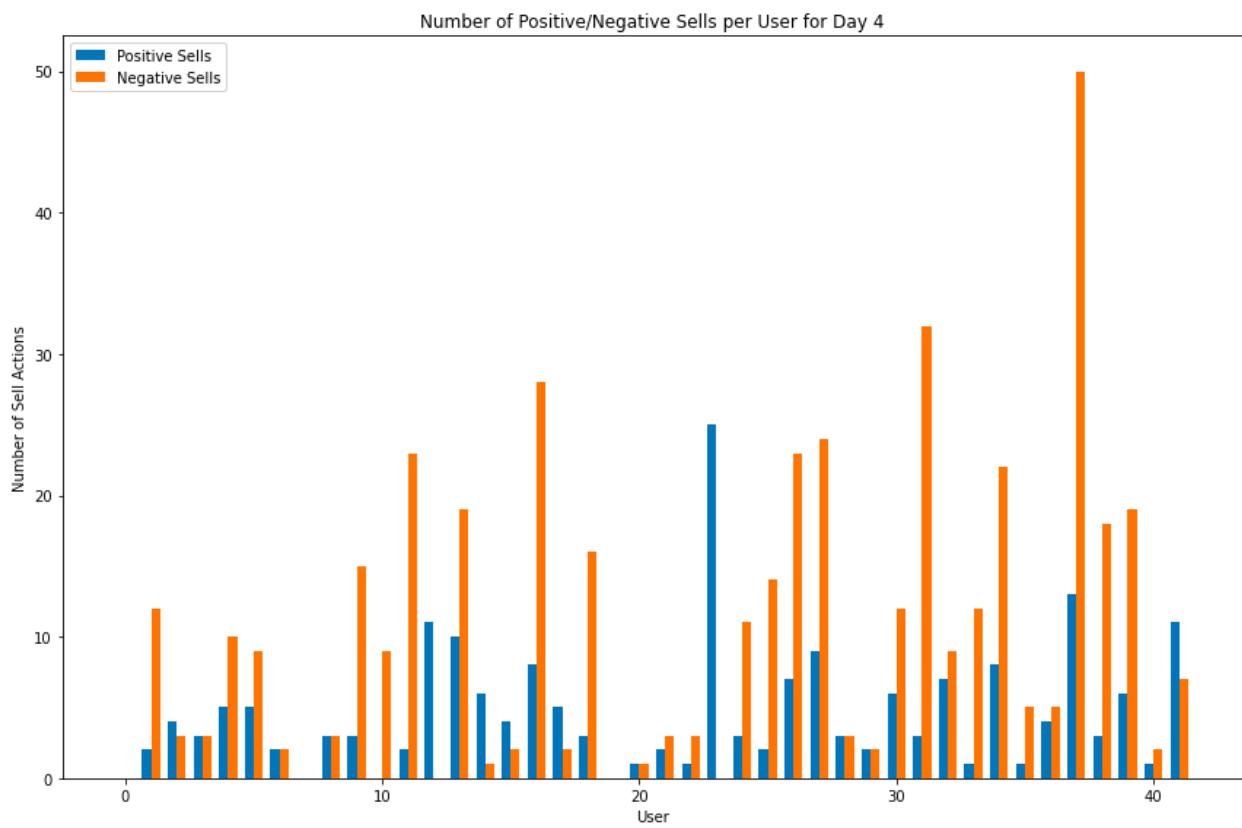
5.



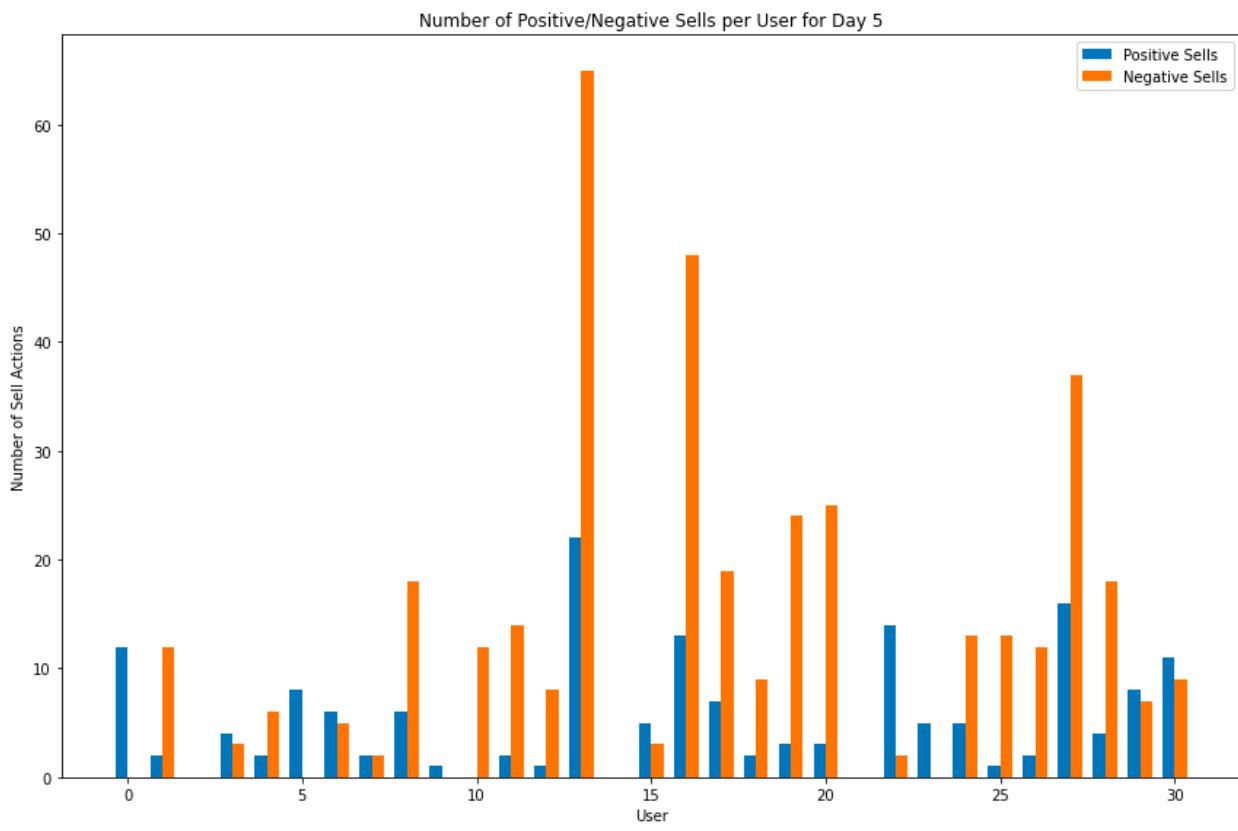
6.



7.

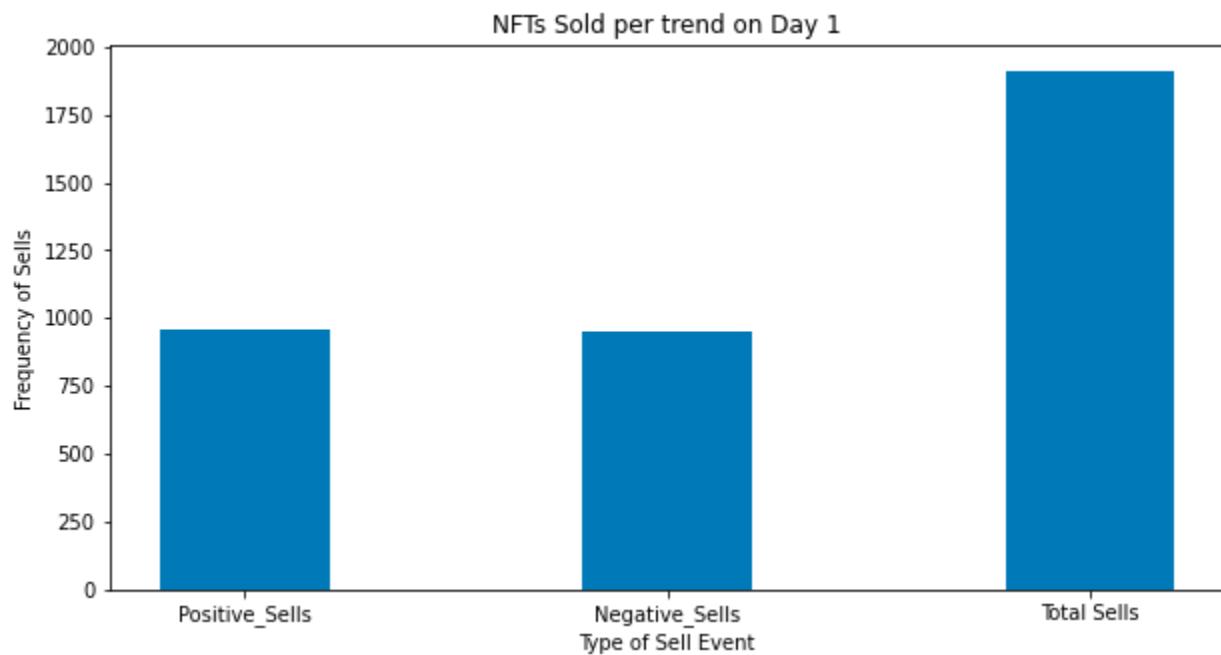


8.

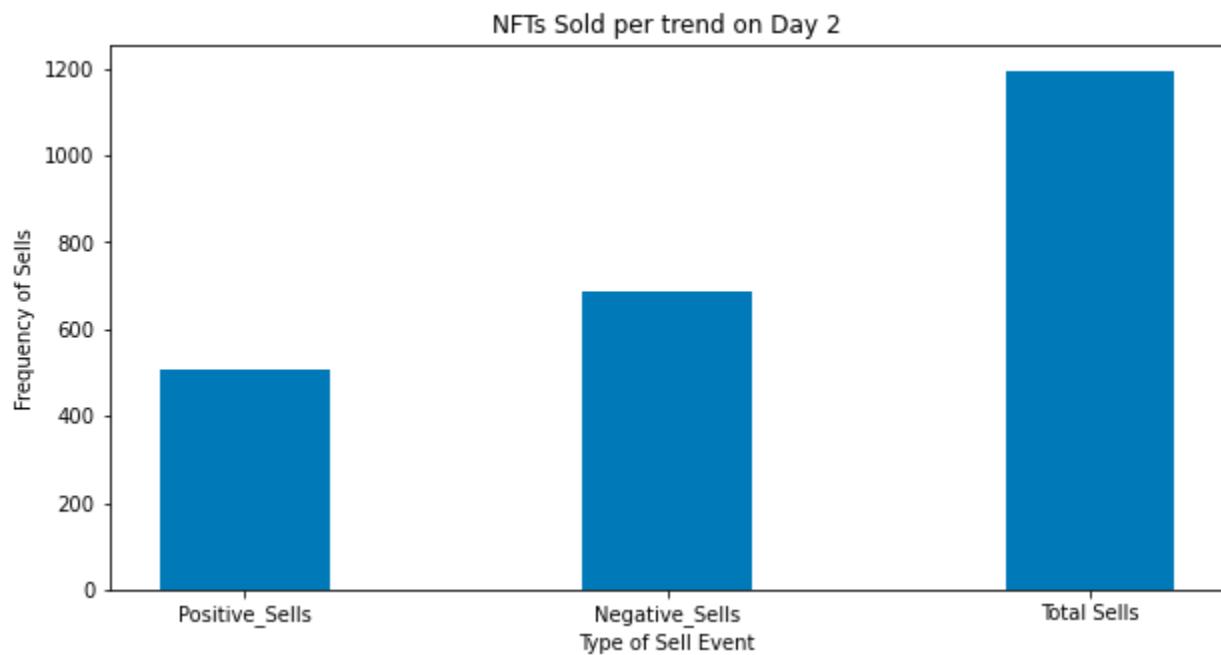


9.

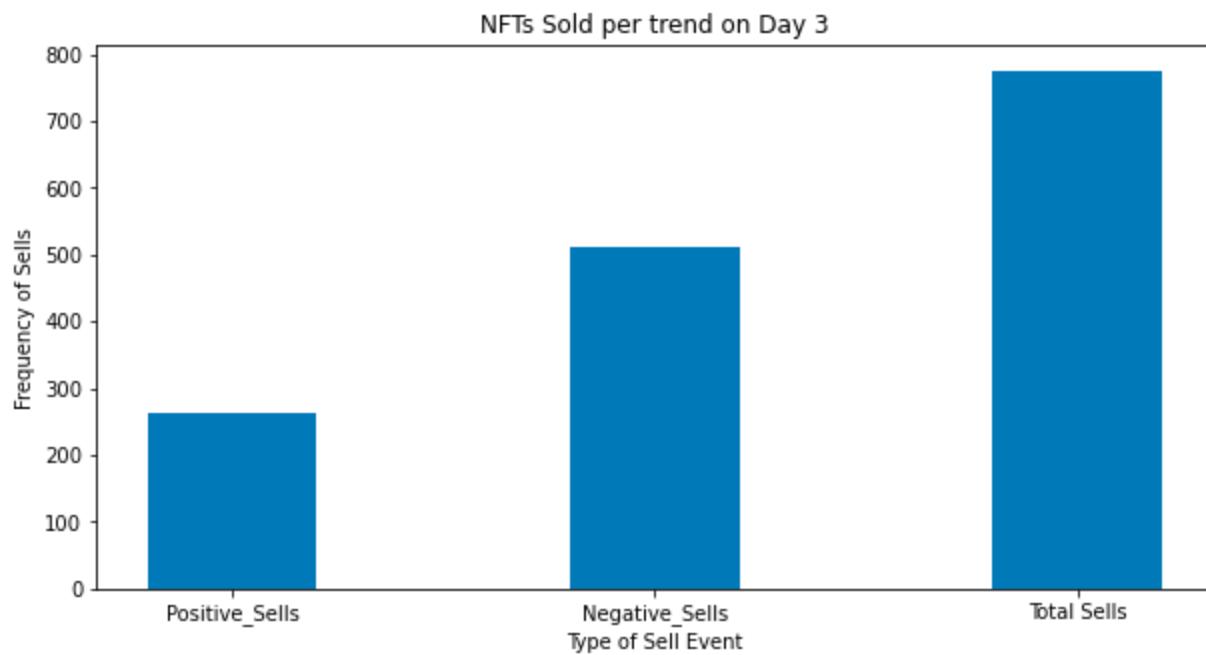
Aggregate:



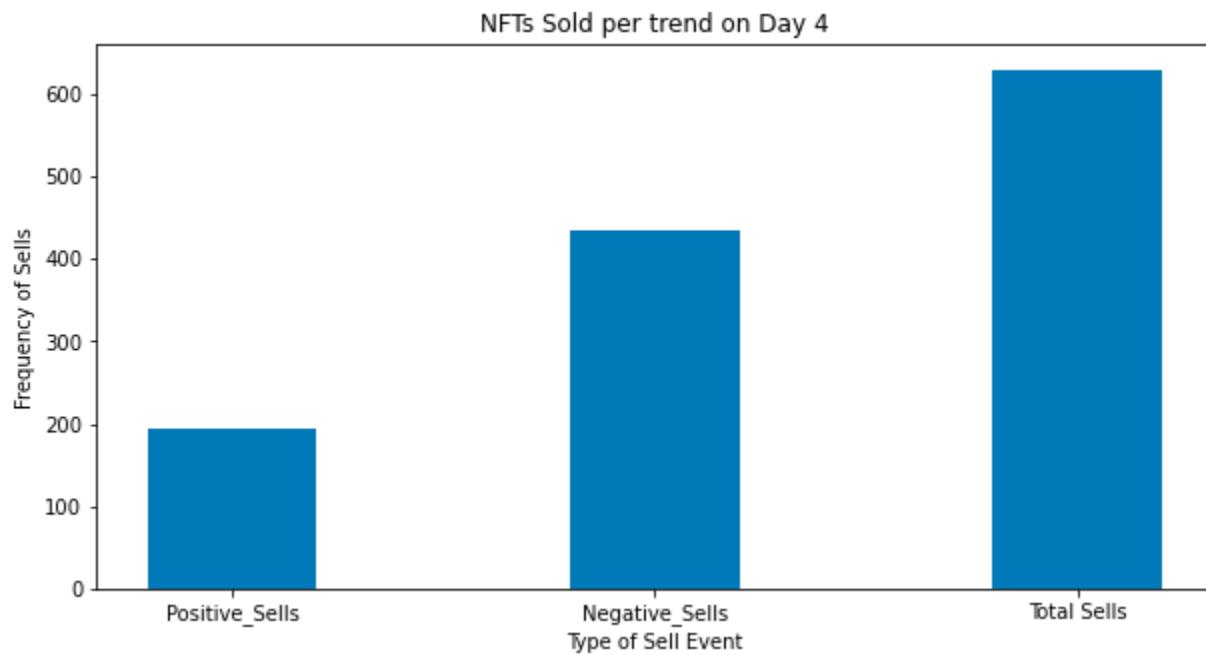
10.



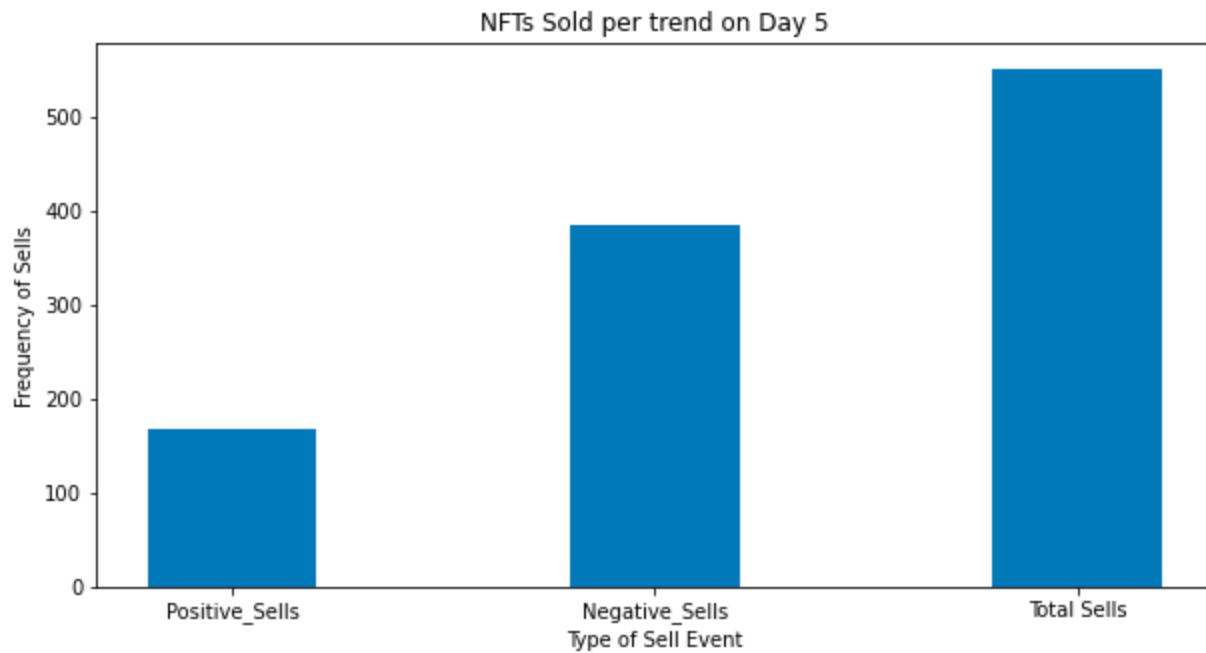
11.



12.

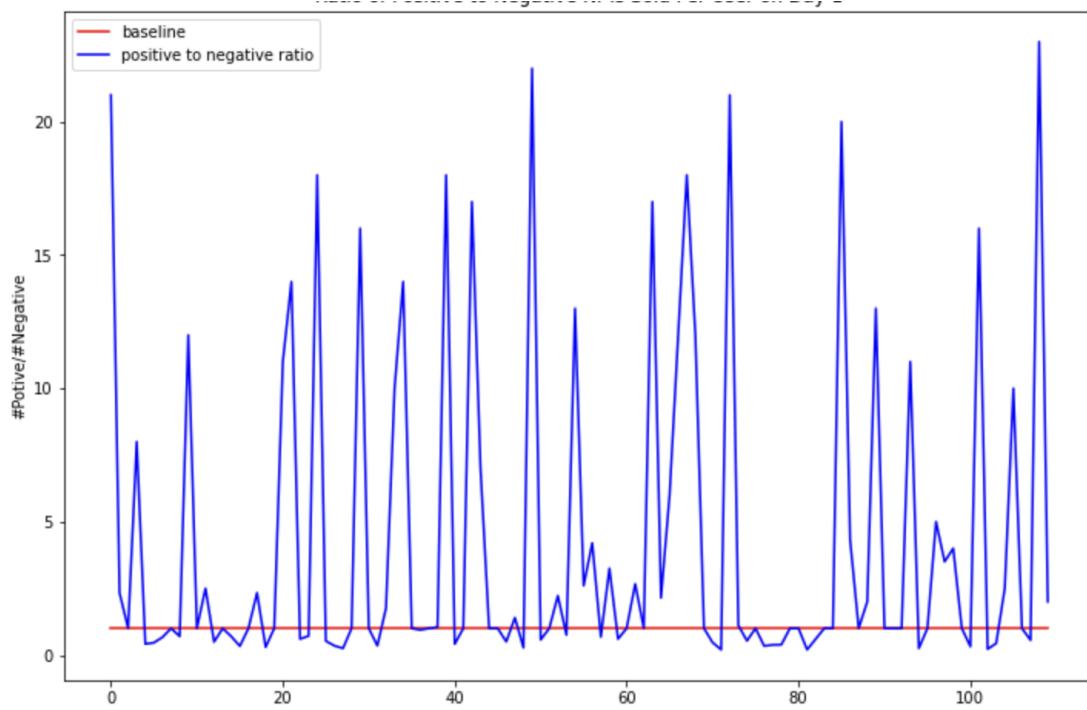


13.



Sell Ratio Analysis:

14.



Number of player who sold more Positive trending NFTs than Negative: 75

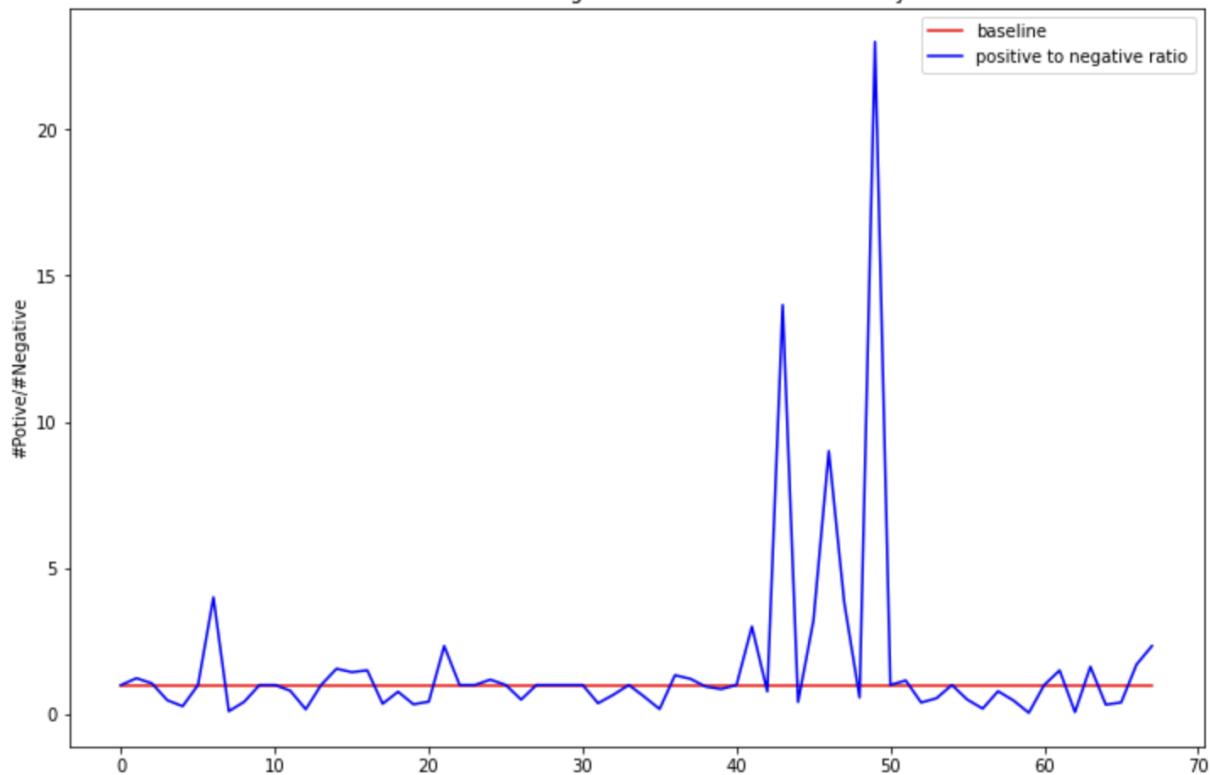
Number of player who sold more Negative trending NFTs than Positive: 35

Total Number of Users who played Day 1: 110

Percentage of Users who sold Positively: 68.181818181817%

15.

Ratio of Positive to Negative NFTs Sold Per User on Day 2



Number of player who sold more Positive trending NFTs than Negative: 38

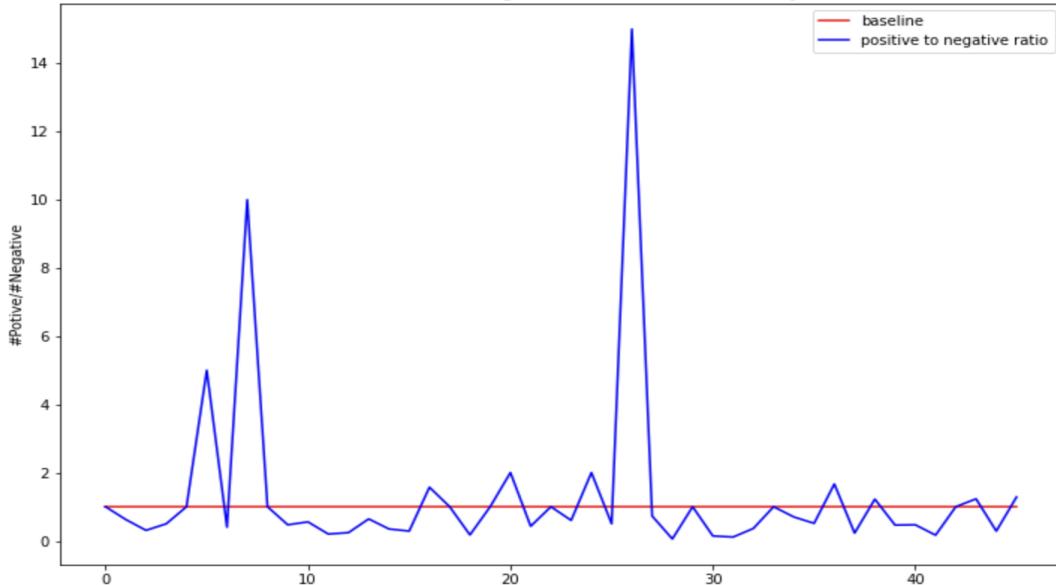
Number of player who sold more Negative trending NFTs than Positive: 30

Total Number of Users who played Day 2: 68

Percentage of Users who sold Positively: 55.88235294117647%

16.

Ratio of Positive to Negative NFTs Sold Per User on Day 3



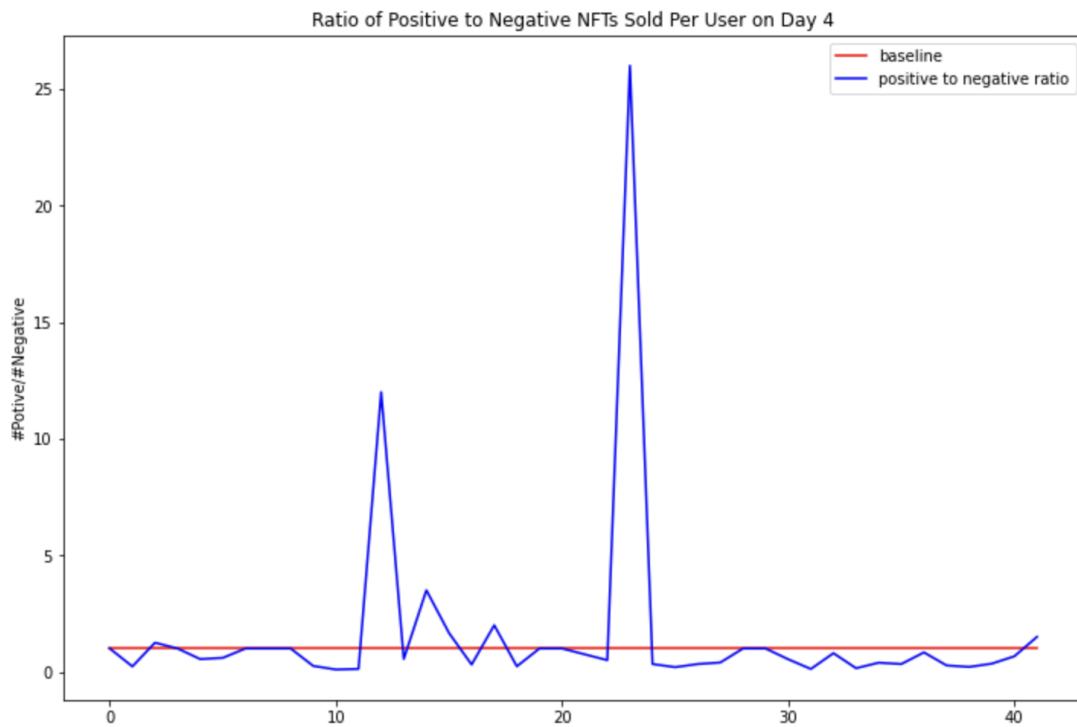
Number of player who sold more Positive trending NFTs than Negative: 19

Number of player who sold more Negative trending NFTs than Positive: 27

Total Number of Users who played Day 3: 46

Percentage of Users who sold Positively: 41.30434782608695%

17.



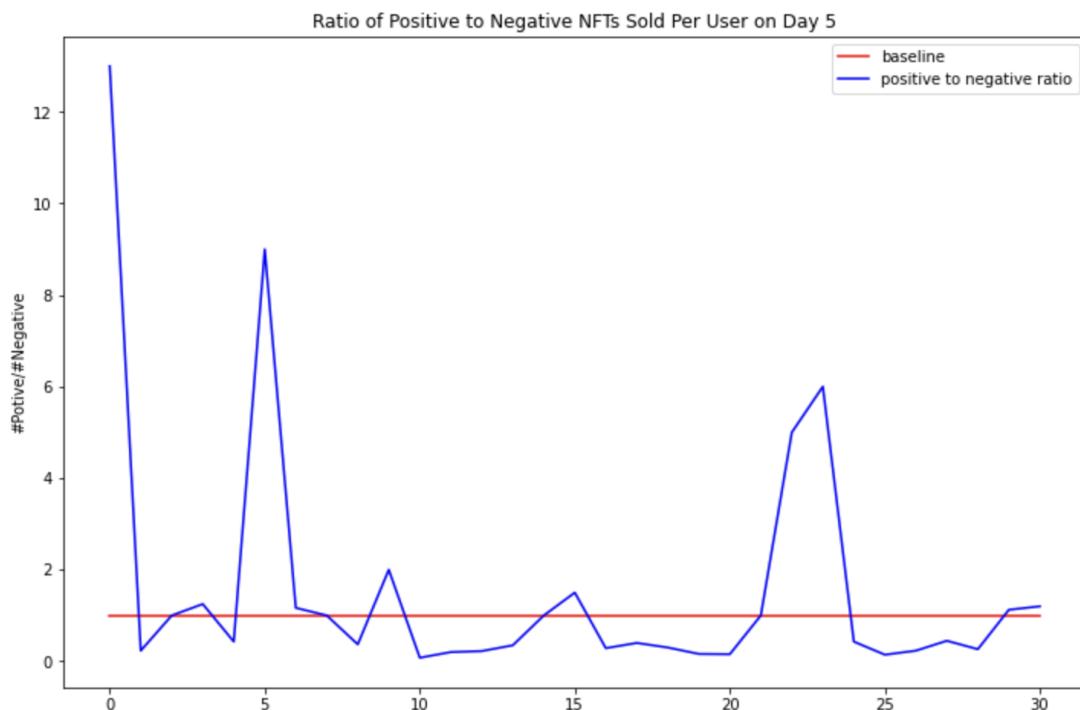
Number of player who sold more Positive trending NFTs than Negative: 16

Number of player who sold more Negative trending NFTs than Positive: 26

Total Number of Users who played Day 4: 42

Percentage of Users who sold Positively: 38.095238095238095%

18.



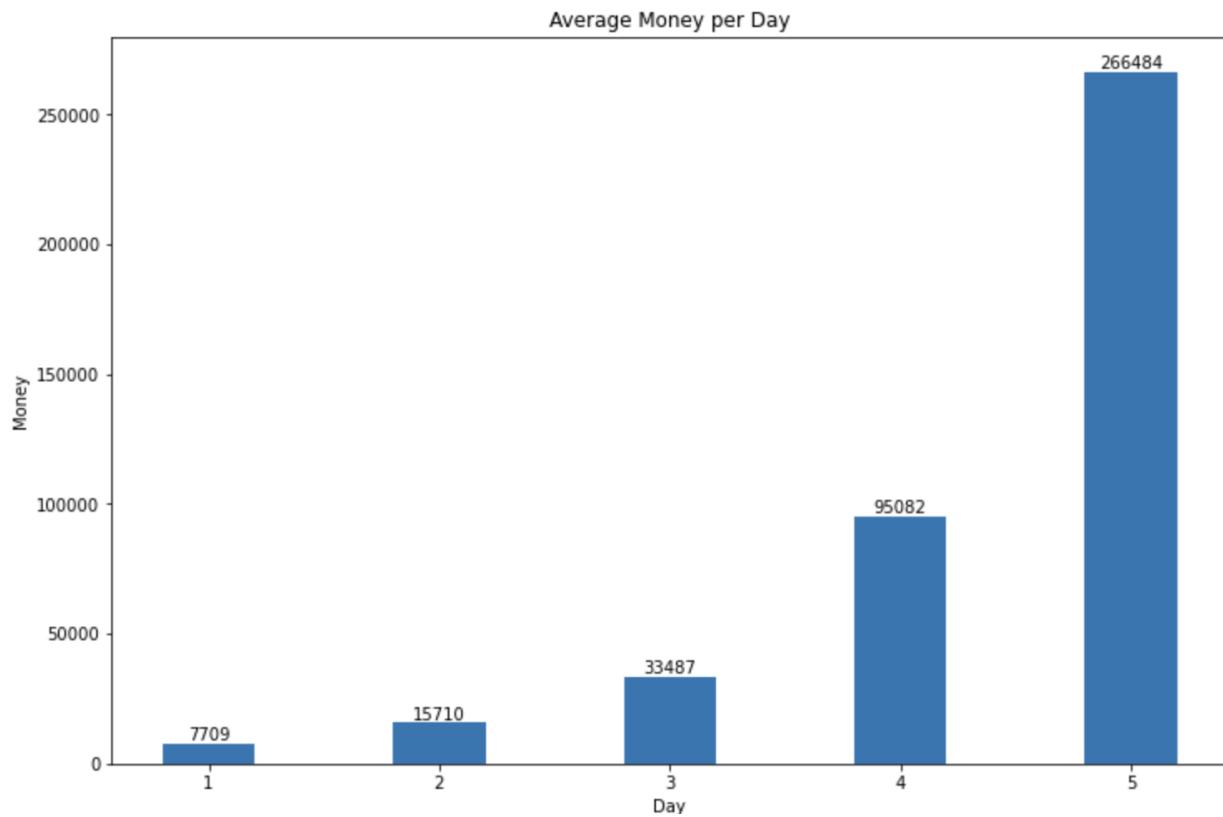
Number of player who sold more Positive trending NFTs than Negative: 14

Number of player who sold more Negative trending NFTs than Positive: 17

Total Number of Users who played Day 5: 31

Percentage of Users who sold Positively: 45.16129032258064%

19.



Feedback:

1. Score board
2. Loss Condition
3. Timing Decisions
4. Lesser text in tutorial
5. Better UI - Eg money dec

To-Do List(Before Midterm):

- Hook up pricing algo to NFT → Done
 - Add in some ui change to money(red, green) → Done
 - Add in some ui change to price (red, green)
- Hook up hype level + level fail (Week 6) → Done
 - Make into a bar
 - Add in fever mode
 - Add in second timer for each NFT (Week 6)
- Hook up day + level pass (Week 6) → Done
 - Add in pass conditions
- Make Trend chart/button → Done
 - Add pause function
- Make sell page (Week 6) → Done
 - Decide how it should work
 - Sell all button
 - Add timer
 - Choose to keep
- Actually add NFT to the array → Done
- Sell UI → Done
- Add Daily Quest → Decided not to implement
- Add in items/help → Decided not to implement
- Fake NFT → Decided not to implement
- Breaking News → Decided not to implement
- Pause page between pay and sell → Done

To-Do List (For Midterm):

- Google form questionnaire (Surili) → Done
 - Ask questions about enough time, matching the trends, etc
- Quality of Life Changes (not necessarily required required)
 - Fix the menu button - needs to restart correctly
 - Change game over menu (Surili) → Done
 - Add in pause after buy page to finish all the animation (Derrick)
 - Add in skip buy page and sell page button (Riddhi) → Done
 - Add in cool down visualization when hype level is on cooldown

- Changes to Money Bar(Weiyi) → Done
- Tutorial (Ye Chan) → Done
 - Buy page→ Done
 - One trend, couple of cards
 - Explain pos trend, neg trend, the recc bar
 - Sell page → Done
 - Same NFT from buy, populate fake data → Done
 - Explain profit, loss, neutral → Done
 - Explain button system → Done
- Hype Level stuff: → Done
 - Add discount (20%?) (Dedeep)
 - Add in multiplier based on sell probability (Dedeep)
- Level design (Scroll up to see which days have which changes) → Done
 - Change number of trends → Done
 - Add to day 5→ Done
 - Decrease time on certain days → Done
 - Change starting money (maybe 2k or 3k?) (Dedeep) → Done
 - Add a popup when user is trying to buy without enough money and lock (Weiyi) → Done
- Sell Page: <Prudhvi> → Done
 - Sell Card as per UI design→ Done
 - Make the sell card prefab clickable → Done
 - Color change of sell card on click/ Check mark → Decided not to implement
 - Presentation Midterm (Riddhi) → Done
 - Presentation video→ Done
 - What to say, how to sell→ Done
- Tutorial (Ye Chan) → Done
 - Sell page → Done
 - Same NFT from buy, populate fake data→ Done
 - Explain profit, loss, neutral→ Done
 - Explain button system→ Done

Online leaderboard guide:

<https://www.youtube.com/watch?v=pp8VI4cKLdc>

Bugs:

- When ending buy page in fever mode, the next day has discounts until it you get fever mode again

10 Things to improve on (After Midterm)

1. Improve Tutorial - play tutorial, play game
 - a. Perhaps the tutorial was not clear, and the user lost interest, because the negative sales seem to increase each day based on [charts 9-13](#) on Analytics(Midterm). We also received mixed reviews about the tutorial from Google forms(while the overall feedback about the tutorial was positive), so maybe we can make it a bit shorter or make the skip button clearer.
 - Feedback from reviews that support this

make the tutorial more simple.

improve tutorial

simple and interactive tutorial

A better and intuitive explanation for the trends and how it is related to the displayed NFT would be great.

2. Sell Page having an option to deselect body parts that users do not want to sell
 - a. Based on [chart 14-18](#) on Analytics(Midterm), the percentage of people who sold positively changes from 68% to 38%. It is possible the user might have appreciated the option to have more sophisticated options to sell some of their acquired body parts.
 - Feedback from reviews that support this

Selling is a little confusing if I'm selling selected cards or all, I would select a portion but seems to sold everything

the sell page with different cards was a bit unclear wrt the separation, since 1 card has all 3 features

3. Place the skip button at a better place

We have the skip button but it seems the players are not able to see it or recognize it.

- Feedback from reviews that support this

I was stuck at portfolio page even I was done with my trade and clicking on the next button icon.

4. Highscore dashboard

a. Based on [chart 2](#) and [3](#) on Analytics(Midterm), there is a skewness for positive trends buying, so the game might be a bit too easy. To increase the difficulty of the game, or instill some competitive spirit, it would be a good idea to create a highscore dashboard, so users who are exceptionally competitive will try to play their best to beat other's scores.

- Feedback from reviews that support this

The goal was unclear to me

Loss condition would have added more reality to the game.

5. Have something to spend money on ex) boosters or aesthetics

a. Based on [chart 19](#) and [charts 9-13](#) on Analytics(Midterm), the user seems to have acquired a lot of money, and does not seem to know where to spend it. It would be nice if they have a place to spend their hard-earned money.

- Feedback from reviews that support this

maybe player can do something with the money that they earned.

I think more variations in characters would be cool to see.

Better way to use the money than to just buy more NFTs.

6. Have a gold tint for super NFTs

a. Based on [chart 14-18](#) on Analytics(Midterm), at the start of the game, the users playing were 110, but on day 5, the users still playing were 42. Either the game was too hard(which is unlikely, since we don't really have a loss condition), or the user lost interest. So it is important to keep the user engaged. To pique the interest of the user, it would be nice to have a feature like a gold tint for super NFTs to keep the user in the game, and playing longer.

- Feedback from reviews that support this

I would like to see additions based on a jackpot premium NFT/wildcard entities

More objectives to complete.

More complicated shapes.

7. Sound

- a. Based on [chart 14-18](#) on Analytics(Midterm), at the start of the game, the users playing were 110, but on day 5, the users still playing were 42. We still want to keep the user engaged, so we can add some sounds(background music for the buy page, and another background music for the sell page, and swishing movement for the tinder swiping process).
 - Feedback from reviews that support this

Perhaps some sound effects? And more trends? Overall, I liked it how it was! Great Concept!

include different feature

8. Color Blind

- a. One of the Google form feedback said he/she was colorblind and could not see the trends, so we are considering adding this option.
 - Feedback from reviews that support this

What if player is color blind?

I don't know if this is a major issue. But for people who are color blind you'll might consider giving an option in the menu to use colors other than green or red.

9. More distinguished NFTs - create actual NFTs

- a. Based on [chart 14-18](#) on Analytics(Midterm), at the start of the game, the users playing were 110, but on day 5, the users still playing were 31. We still want to keep the user engaged, so we can make the actual NFTs, instead of presenting the drawn out NFTs. Also, if we notice the graphs ([Aggregate](#)), we see that as the levels progress users were selling more negatively trending nfts over positively trending nfts. This could have been because the user's didn't buy enough NFTs which were trending. Making the NFTs more distinguishable would help the users make decisions quickly in the given time frame.

- Feedback from reviews that support this

A more beautiful art design.

add better graphics for nfts

10. Allow the user to create their own NFTs

- a. Based on [chart 1](#) on Analytics(Midterm), there is a tendency of the user to keep passing. Perhaps the user was bored or didn't find the game interesting, so if we allow the user to create their own NFTs, then the user will be more invested as they can see what they have created in the game and will be willing to play longer.

- Feedback from reviews that support this

include different feature

add more feature and more interesting picture to your game

11. Change the place of trends UI, money, change day

- a. Based on [chart 2](#) on Analytics(Midterm), there is a tendency of the user to keep on buying based on the positive trends, but revealing all of the trends might make the game too easy. To balance out the difficulty, we might change the place of the trends UI, money, and change day to offset the easiness of the game.

- Feedback from reviews that support this

I feel only the UI needs to be improved

Maybe better UI .

12. Making the Price Algo better

- a. Based on [chart 3](#) on Analytics(Midterm), We want to include the nfts which are not trending into the pricing algo for a better user experience! Thinking of ways to implement this. One way would be mark a set of NFTs at random as high risk, high reward where the NFT might go to the moon or absolutely crash making it a dead investment

Maybe the game logic can be made more intuitive to play

13. Loss condition

- a. Based on the feedback in the midterm feedback form and the no of users dropping out after each level, many users felt like they did not have a feeling of

competition. The levels must have felt very repetitive with no goal at the end. So we wanted to implement something to keep the user engaged at each level while increasing the difficulty at each level. We had two approaches in mind. One was to force the user to buy a certain no of NFTs with particular features, but we felt it might too much for the user to keep track along the trends. So we took the average money each user made at the end of each level and ensure that the user makes x amount of money to cross the level.

More ways to earn or lose points (powerups?)

For losing condition, maybe add some more costs for the operation.

Would love to see a game losing condition and some improvements on the game on the whole

Feasibility of implementing the above tasks:

Will Implement	Implement if time permits	Not possible to implement
4. High Score - Weiyi	10. Allow the user to create their own NFTs	5. Have something to spend money on ex) boosters or aesthetics
11. Change the place of trends UI, money, change day	6. Have a gold tint for super NFTs	
3. Place the skip button at a better place - Riddhi	1. Improve Tutorial - play tutorial, play game	
8. Color Blind - Surili	2. Sell Page having an option to deselect body parts that users do not want to sell	
9. More distinguished NFTs - create actual NFTs - YeChan	12. Making the Price Algo better	
7. Sound - Derrick		
13. Loss condition		

Final Progress

Completed	Not feasible anymore
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4. High Score - Weiyi	5. Have something to spend money on ex) boosters or aesthetics
11. Change the place of trends UI, money, change day	10. Allow the user to create their own NFTs
3. Place the skip button at a better place - Riddhi	2. Sell Page having an option to deselect body parts that users do not want to sell
8. Color Blind - Surili	1. Improve Tutorial - play tutorial, play game
9. More distinguished NFTs - create actual NFTs - YeChan	
7. Sound - Derrick	
13. Loss condition	
12. Making the Price Algo better	
14. Add a super NFT	
6. Having a star for super NFT - Surili	

Explanation for not feasible changes.

5. Have something to spend money on ex) boosters or aesthetics

-We were not able to implement this feature because this scope was too big, and needed to be better integrated into our current game environment. This meant that we needed an overhaul of our main scripts and we did not have enough time to do so.

10. Allow the user to create their own NFTs

-We decided against it because it goes beyond our scope of a game. Rather than having players register actual NFTs with cryptocurrencies, we wanted to keep it as a casual game. We did consider having players be able to download their own NFT but we were afraid that they might abuse this.

2. Sell Page having an option to deselect body parts that users do not want to sell

-We decided against implementing this because it required us to do an overhaul of the main scripts. Deselecting required us to store our NFT's in a different way, and needed to add new UI's and change the algorithm to have that adjustment. While we wanted to implement this, we did not have enough time to do so.

1. Improve Tutorial - play tutorial, play game

-We decided against implementing this because there were mixed reviews about the tutorial (i.e. players requiring more detailed explanations vs. players requiring simpler explanations) and we decided that there isn't a correct answer in tutorial improvement. While we did reduce some texts and fixed known bugs, we did not change the overall tutorial. We thought that changing the current tutorial would require getting more user inputs to have a clear direction.

Week 1 after Midterm:

- 9. More distinguished NFTs - create actual NFTs
- 13. Loss condition

Week 2 after Midterm:

- 7. Sound
- 8. Color Blind
- 9. Continued More distinguished NFTs - create actual NFTs

Week 3 after Midterm:

- 3. Place the skip button at a better place
 - 4. High Score
 - 6. Have a gold tint for super NFTs
- Improve graphics & UI

Week 4 after Midterm:

- 14. Add a super NFT
- 12. Making the Price Algo better

Top 3 Changes after Midterm

Chart 14.

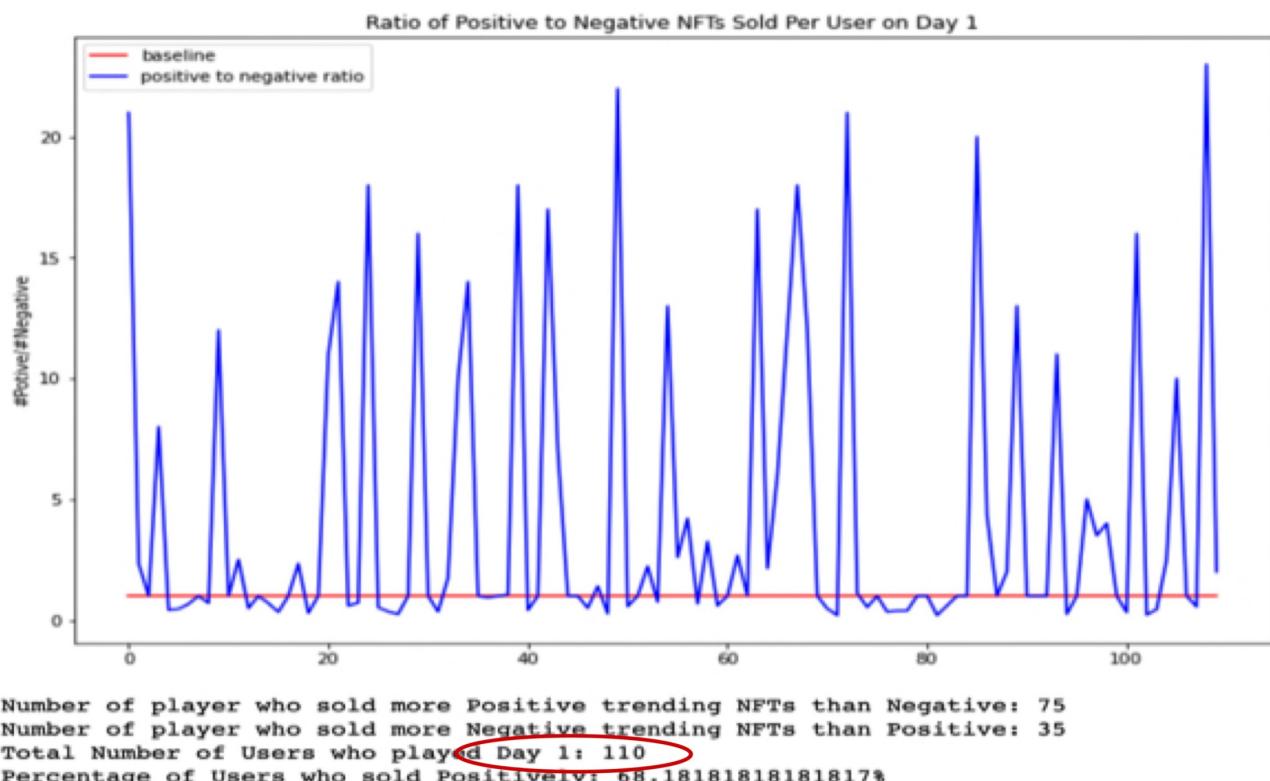
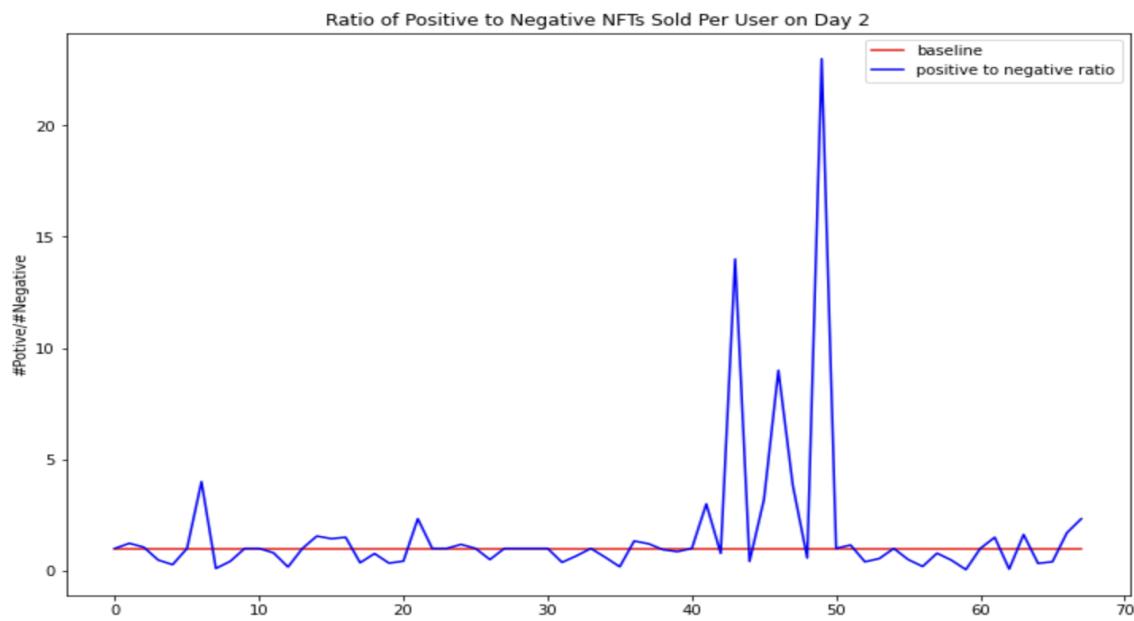
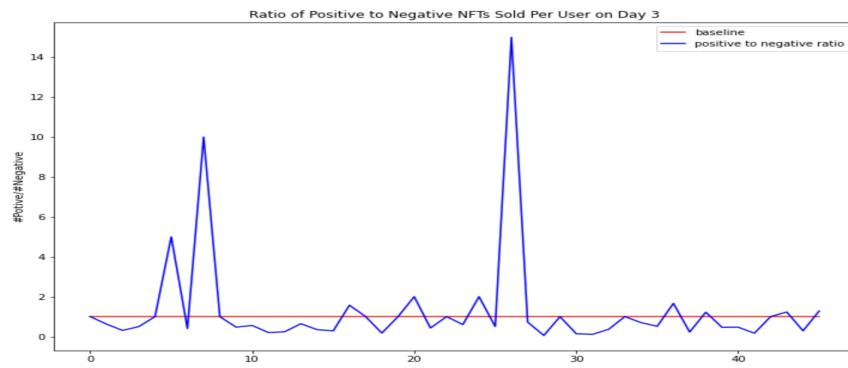


Chart 15.



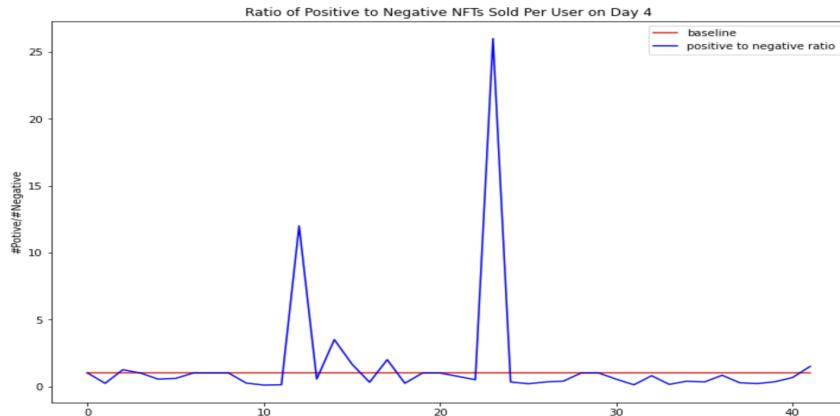
Number of player who sold more Positive trending NFTs than Negative: 38
 Number of player who sold more Negative trending NFTs than Positive: 30
 Total Number of Users who played Day 2: 68
 Percentage of Users who sold Positively: 55.88235294117647%

16.



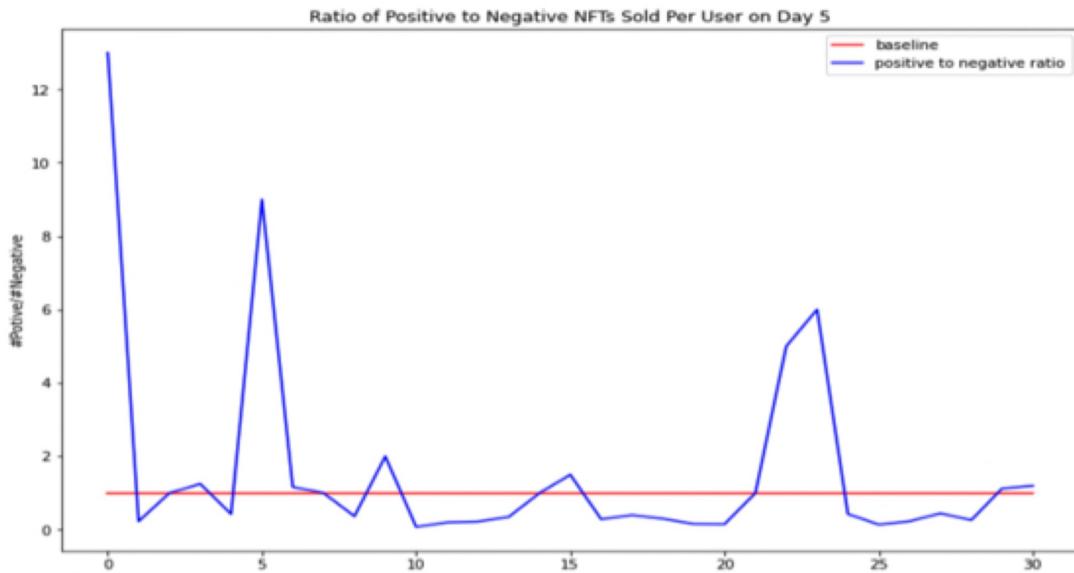
Number of player who sold more Positive trending NFTs than Negative: 19
 Number of player who sold more Negative trending NFTs than Positive: 27
 Total Number of Users who played Day 3: 46
 Percentage of Users who sold Positively: 41.30434782608695%

17.



Number of player who sold more Positive trending NFTs than Negative: 16
 Number of player who sold more Negative trending NFTs than Positive: 26
 Total Number of Users who played Day 4: 42
 Percentage of Users who sold Positively: 38.095238095238095%

18.



Based on [chart 14-18](#) on Analytics(Midterm), at the start of the game, the users playing were 110, but on day 5, the users still playing were 31.

1. More distinguished NFTs - create actual NFTs

We still want to keep the user engaged, so we can make the actual NFTs, instead of presenting the drawn out NFTs. Also, if we notice the graphs ([Aggregate](#)), we see that as the levels progress users were selling more negatively trending nfts over positively trending nfts. This could have been because the user's didn't buy enough NFTs which were trending. Making the NFTs more distinguishable would help the users make decisions quickly in the given time frame. [Chart 14-18](#) & [charts 9-13](#)

Feedback from reviews that support this

A more beautiful art design.

add better graphics for nfts

2. Loss condition

Based on the feedback in the midterm feedback form and the no of users dropping out after each level, many users felt like they did not have a feeling of competition. The levels must have felt very repetitive with no goal at the end. So we wanted to implement something to keep the user engaged at each level while increasing the difficulty at each level. We had two approaches in mind. One was to force the user to buy a certain no of NFTs with particular features, but we felt it might too much for the user to keep track along the trends. So we took the average money each user made at the end of each level and ensure that the user makes x amount of money to cross the level. [Chart 14 - 18](#) & feedback forms & [charts 9-13](#)

More ways to earn or lose points (powerups?)

For losing condition, maybe add some more costs for the operation.

Would love to see a game losing condition and some improvements on the game on the whole

3. Highscore dashboard

With the loss condition making the game more engaging at each level, highscore dashboard would make it more engaging at the global level. The user just doesn't need to make X money at the end of each level, but also try to make as much money as possible to beat other players. Based on [chart 2](#) and [3](#) on Analytics(Midterm) given below, there is a skewness for positive trends buying, so the game might be a bit too easy. To increase the difficulty of the game, or instill some competitive spirit, it would be a good idea to create a highscore dashboard, so users who are exceptionally competitive will try to play their best to beat other's scores. Feedback from reviews that support this

The goal was unclear to me

Chart 2. Individual:

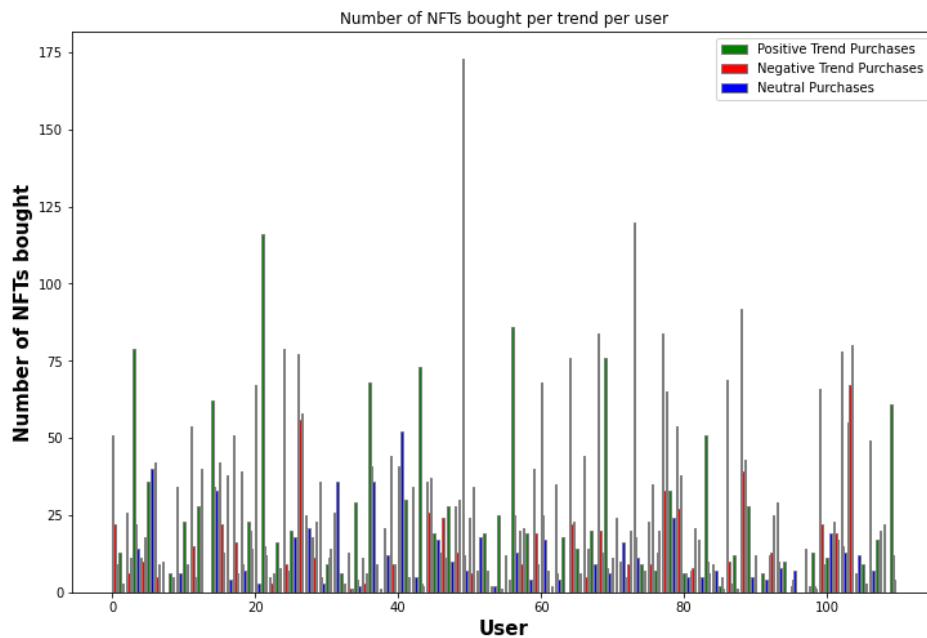
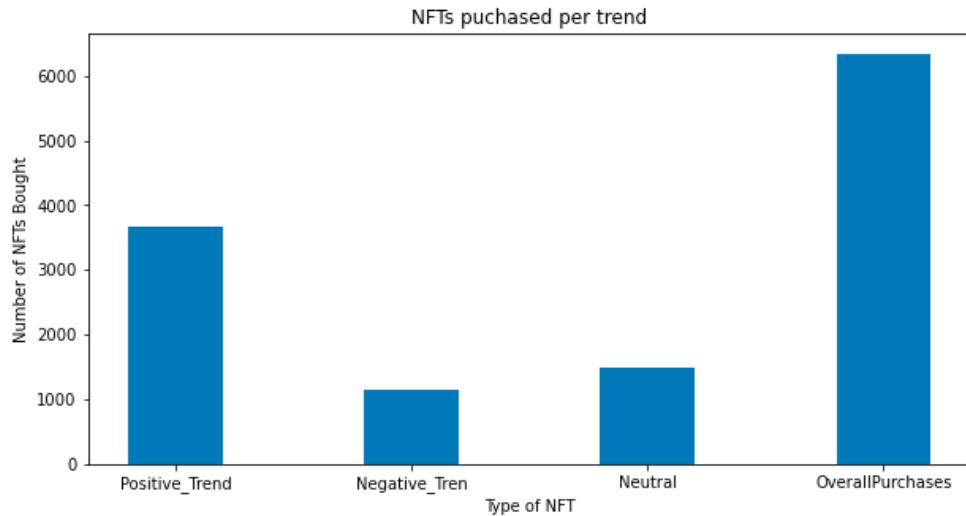


Chart 3. Aggregate:



Comments by Professor

1. 8/23/2022
 - a. Team formation
2. 8/30/2022
 - a. Assign roles
3. 9/6/2022
 - a. Make the objective of the game clearer - perhaps need a tutorial
1. 9/13/2022
 - a. Need to be more accessible - there is a possibility that the user might not know how to play the game - especially if they are old or if they are a general audience
 - b. Look at card games that are inspiring - consider looking at their UI
2. 9/20/2022
 - a. Have a better tutorial
 - i. Why the player should buy
 - ii. Why is there a time limit?
 - b. The goal of the game is not clear - why we should buy and sell
 - i. Is the goal to maximize the money amount earned?
3. 9/27/2022
 - a. Revel in the fun
 - i. What if you can profit on a NFT on a thousand dollars?

- ii. You do not want the audience to come in confused. The game is new and can be confusing to new people.
- 4. 10/4/2022
 - a. Exploration of Mechanics would be nice
 - b. The sell page's purpose does not seem clear - a little bit more intuitiveness is needed
 - c. Have a better tutorial so the game is easier to understand
- 5. 10/12/2022
 - a. The objective of the game is not clear. Maybe we should have a high score.
- 6. 10/18/2022
 - a. Midterm
- 7. 10/25/2022
 - a. Try to get inspiration from Cookie clicker - meta-game - after you have clicked the cookies - acquisition is ultimately good.
- 8. 11/1/2022
 - a. TA said to improve the tutorial - too much text
 - i. There is nothing we can do, because there is a lot of details that are incorporated into the game
 - ii. There is not too much to read at once since we give them a dialogue.
- 9. 11/8/2022
 - a. Concise, and love the art.
 - b. The player needs more prominence, and there are some spaces in the corner that need to be filled. There are a lot of empty spaces that are not used.
 - c. Objective should be more prominent
 - d. Change with the orientation of the objectives and portfolios
- 10. 11/15/2022
 - a. There are some spaces in the corner that need to be filled. There are a lot of empty spaces that are not used.
 - b. Love the sound, good presentation
- 11. 11/22/2022
 - a. Professor was sick
 - b. Sasha advised us to decide on the top 3 changes after midterm.
