

## Community Engaged Pedagogy

### Part A

#### Participant Name

Ahmed

#### Feedback

I showed my game to ahmed. He really liked that I had a rules section and also that I had the x and o be different colors. One piece of constructive criticism Ahmed provided was to fix my layout so that the player whose turn it was and how many games each player had won were shown better. Before they were both a part of the borderlayout south and the number of wins for each player only used to appear at the end of each round. Ahmed suggested that I fix that, so instead of what I had before, I created a JPanel to hold the JLabels for the game status and the game statistics and I made the panel gridlayout 2 columns and 1 row. I changed up the logic of the game in a way that the number of wins for both players is always showing and the game stats keep updating and show just above the win statistics. Ahmed also suggested that I add a sound/color change when a player wins and time permitting, I will get to that

#### Changes Made Based on the Feedback

- Created a JPanel to hold the JLabels for the game status and game statistics.
- Used a GridLayout with 2 columns and 1 row for the JPanel.
- Changed the logic of the game to always show the number of wins for both players and updated game stats just above the win statistics.

#### Future Improvement

- Add a sound/color change when a player wins.

#### Reflection

This interaction with Ahmed was insightful. His feedback helped improve the layout of the game, making it clearer and more user-friendly. I believe Incorporating his constructive criticism has enhanced the overall user experience. The suggestion to add sound and color changes for a winning move is also a valuable idea that could further improve the game's engagement.

## Part B

### Participant Name

Kyan

### Feedback

I went to Kyan after implementing the feedback I had received previously about changing the layout of the game status and statistics. Kyan thought the name of the game was a nice and funny touch. He approved the use of the different colors for the X and O and liked that there was a statistics section. He also approved the rules section and the shortcuts provided to restart the game, quit or read the rules. Kyan's suggestion to enhance the game was also to make the end more climactic and his suggestion for doing so was having a line drawn through the winning tiles and making use of more color for the rest of the game as well. He also suggested making use of sound when a player wins.

### Changes Made Based on the Feedback

- The background color starts off by being pink and the JPanel at the bottom of the screen changes from pink to green if either player wins, otherwise it stays pink
- When a player wins, a violin sound plays

### Future Improvement

- Add a line drawn through the winning tiles to make the end of the game more climactic

### Reflection

Engaging with Kyan provided a fresh perspective on the game. His feedback reinforced the positive aspects of the game, such as the name and the use of different colors. It also reinforced the importance of sound in the game. His suggestion to draw a line through the winning tiles and use more color is insightful and could significantly enhance the game's visual appeal and excitement. This interaction highlighted the importance of seeking feedback from diverse perspectives to continually improve the game.