**Eye-Can-Draw Feedback**

We gathered three players to play test our game. The following is a summary of their feedback made from notes we took during the playtest.

**Player One**

Player-One enjoyed the novelty of the game and its unusual controls (the eye tracking). They found the experience as a whole, enjoyable. Quickly it became apparent that the Eye tracking’s inaccuracy became a nuisance as drawing straight lines or keeping the brush still exceedingly difficult. They suggested that the implementation of an ‘undo’ button would be particularly useful. They also mentioned that the colour options were extremely limited and the line colour did not match the colour of the button.

**Player Two**

Player-Two's experience didn’t differ much from Player-One's, enjoying the games idea but struggling with the eye tracker. It became very apparent that the inaccuracy of the eye tracker was a bigger issue than originally thought. When swapping from player to player the calibration needed to be redone, otherwise the inaccuracy would be completely unplayable. This breaks the flow of the game, especially for the main game mode (our Pictionary style game). Player-Two shared the same feedback about the colour and the undo button, also requesting more game modes.

**Player Three**

Player-Three's experience was also very similar to player-one's and Player-Two's. They struggled with the eye tracker following their eyes while wearing their glasses, making the experience every less enjoyable. They suggested an undo button and asked if the eye tracker could be made to be more accurate and accessible to people with glasses.

**Conclusion**

The key points of feedback across all players is that the game would greatly benefit from an undo button to allow the player to remove lines that they drew that they are unhappy with, making the drawing less messy. The eye tracker is very inaccurate but very little can be done to change this as it is a hardware issue. The line colours should be changed to be more visible and vibrant. Lastly the game should include more game modes.

**Our Response**

To respond to the feedback we shall implement a undo button to allow the player to undo as many lines as they want. This should slightly help with the problem of the inaccuracy of the eye tracker as the player can undo and redraw lines they do not like. The colour buttons will be changed to make the line colour more vibrant and additional colours will be added. As for the accuracy of the eye tracker, little can be done. However, this will be looked into to see if there are any methods or solutions can be found to reduce the affect on the game.