

Adapting focus group feedback to system requirements

PARTICIPANT 1:

- Wants difficulty and move-based game mode
- Wants competitive aspects
- Wants background music
- Wants prizes and points
- Wants other platforms to be supported like android and iOS
- Wants game to have a story mode
- Thinks animal pictures are harder than locations

PARTICIPANT 2:

- He thinks that all sliding puzzles are easy
- Wants leaderboard as well
- Add a number of stock pictures that we will deliver with the game
- Thinks squiggles and lines are hard

PARTICIPANT 3:

- Wants difficulty modes
- Wants timer
- Wants leaderboard too

PARTICIPANT 4:

- Wants difficulty modes
- Wants his own pictures
- Doesn't really care about a leaderboard
- Squiggles are harder than places or animals

PARTICIPANT 5:

- This guy wants squiggles photos
- A leaderboard
- Doesn't want timed mode



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thinks this picture is the hardest

PARTICIPANT 6:

- Bigger puzzles make the game harder
- Thinks the shapes/squiggly pictures are harder
- Wants different themes (of stock pictures) to choose from

PARTICIPANT 7:

- also Thinks the shapes/squiggly pictures are harder
- Puzzle becomes a gif after completing the puzzle
- Also thinks increasing puzzle size makes it more difficult
- Wants a help tab added

PARTICIPANT 8:

- Prefers local competitive
- Wants lore (a lot of work)
- also Thinks the shapes/squiggly pictures are harder, but prefers recognizable images

PARTICIPANT 9:

- also Thinks the shapes/squiggly pictures are harder
- Not interested in the game
- Not a fan of competition

PARTICIPANT 10:

- also Thinks the shapes/squiggly pictures are harder
- adding micro-transactions

Overall takeaways:

Participant 1 provided many suggestions, these were 'Background music', 'reward system' and 'story mode'. We saw these and possible additions we could use to improve our game further. Therefore we added these to our project requirements.

Participants 2, 3, 4 and 5 all wanted a leaderboard banner, due to this popular demand we added this to our requirements.

Participant 10:

Participant 10 suggested implementing microtransactions, we used this feedback to add this as a requirement for our application.

Participant 3 wanted varying countdown modes, this was a thoughtful suggestion that could definitely be an improvement on the game. We added this to the requirements.

Participant 7 made good recommendations of a help tab and a completed puzzle turning into a gif once completed. We added these to the requirements too.