**Card Match**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 4 |  |  |
| Given the chance, will you play this game again? | 4 |  |  |
| Was it easy to use at a glance? | 3 | 1 |  |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 |  |
| Is the look and feel of the game acceptable? If no, why? | 4 |  |  |

**Other Feedback:**

Game Instructions

* Description on main menu is too small *(Smartphone version)*
* Instructions are confusing, got the hang of the game after a while

Difficulty

* Game’s difficulty is acceptable, but too easy on hard difficulty
* Difficulty easier than normal, didn’t have much of a challenge

Usability

* Confused on what to press in the first 23 seconds
* Took a few seconds to pick up

Suggestions

* Title could be clearer

**Operation Operator**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 2 | 2 |  |
| Given the chance, will you play this game again? | 3 | 1 |  |
| Was it easy to use at a glance? |  | 4 |  |
| Was the game’s difficulty acceptable? If no, why? | 2 | 2 |  |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 |  |

**Other Feedback:**

Difficulty

* Not easy to play, challenging

Usability

* Not easy to use at a glance
* Difficult to see when to use operator or numbers
* Greyed out fields are confusing, tried to tap greyed out parts
* Confused between “cross” and “times” icon
* Confused at number of operators/numbers to use
* No feedback when right or wrong
* Did not know whether to tap or drag numbers
* Could not figure out how to play the game after one minute

User Interface

* UI needs work, look and feel could be clearer

Suggestions

* Put in different colored boxes

Bugs

* Player unable to click next number after first equation, only the operator is allowed to be pressed

**Shape Sorting**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 2 | 2 | When its clear |
| Given the chance, will you play this game again? | 4 |  |  |
| Was it easy to use at a glance? | 2 | 2 |  |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 | Can be more challenging |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 |  |

**Other Feedback:**

Game Instructions

* Difficulty arose from lack of clear instructions (within the game), placing the shape at the corner is difficult to see
* Fun when instructions are clear

Difficulty

* Will play again if game is more challenging

Usability

* Needs visual feedback when player gets a question correct/wrong
* Lack feedback, not sure right or wrong
* Not easy to use at a glance

Suggestions

* Shape to tap can be shown before the round starts

**What’s That Shadow**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 3 | 1 | Particularly good  (4/5) |
| Given the chance, will you play this game again? | 4 |  |  |
| Was it easy to use at a glance? | 2 | 2 |  |
| Was the game’s difficulty acceptable? If no, why? | 4 |  |  |
| Is the look and feel of the game acceptable? If no, why? | 4 |  |  |

**Other Feedback:**

Game Instructions

* Unclear at start of game

Difficulty

* Game is kind of easy
* Challenging enough

Usability

* Needs more obvious feedback for wrong
* Words are too small (on phone)

Suggestions

* Each level needs a sort of variation (e.g. new card colors), levels look the same
* Start with smaller grid and increase size gradually

**Mental Math**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 2 | 2 |  |
| Given the chance, will you play this game again? | 3 | 1 |  |
| Was it easy to use at a glance? | 1 | 3 |  |
| Was the game’s difficulty acceptable? If no, why? | 2 | 2 |  |
| Is the look and feel of the game acceptable? If no, why? | 2 | 2 |  |

**Other Feedback:**

Difficulty

* Exceedingly difficult, difficult because too fast

Usability

* Difficult to see when the next equation starts, needs clear indicator when next equation starts, or even when they stop
* Unclear when round starts
* Not sure what to do with flashing numbers
* Not sure what to do at start
* Numbers flashed too fast, when numbers missed = wrong

User Interface

* Background green does not make numbers stand out, green is too light, white numbers do not stand out

**Number Tapper**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? |  |  |  |
| Given the chance, will you play this game again? |  |  |  |
| Was it easy to use at a glance? |  |  |  |
| Was the game’s difficulty acceptable? If no, why? |  |  |  |
| Is the look and feel of the game acceptable? If no, why? |  |  |  |

**Other Feedback:**

Game Instructions

* Instructions on main menu, needs to show selection clearly, to be able to tell the difference between correct and wrong selection examples.

**Conveyor**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 3 | 1 |  |
| Given the chance, will you play this game again? | 2 | 2 |  |
| Was it easy to use at a glance? |  | 4 | Description page not easy to understand |
| Was the game’s difficulty acceptable? If no, why? | 4 |  |  |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 |  |

**Other Feedback:**

Game Instructions

Difficulty

* Difficulty was acceptable

Usability

* Was not easy to use at a glance
* Needs more prominent feedback
* Not easy to use at the start, went around tapping boxes instead
* Does not know what “etc” does

Progression

* Nothing happens after game ends

User Interface

* Game was quite plain

Suggestions

* Dragging and flicking numbers towards box should cause numbers to fly in the flicked direction and count as “correct” when it collides with box

**Dice Game**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? |  | 4 | Will be fun if clearer |
| Given the chance, will you play this game again? | 3 | 1 |  |
| Was it easy to use at a glance? |  | 4 |  |
| Was the game’s difficulty acceptable? If no, why? | 1 | 3 |  |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 | Too complicated, cant count the dice |

**Other Feedback:**

Game Instructions

* Needs a clearer description for better understanding
* Instructions are unclear, did not know how to play at all

Difficulty

* Difficulty arises from not understanding
* Quite difficult

Usability

* Does not look forward to playing the game
* Can’t count the dice dots

User Interface

* Game does not appeal

**Color Sequencing**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 3 | 1 |  |
| Given the chance, will you play this game again? | 4 |  |  |
| Was it easy to use at a glance? | 3 | 1 | If player’s understand  Unclear instructions |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 | Not difficult,  Too difficult |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 | Colors were too glaring, more calm colors |

(This game was under flood mode, is not intentional, comments may not apply to next build after bug fix)

**Other Feedback:**

Game Instructions

Difficulty

Usability

* Has problems playing the game initially

Progression

User Interface

Suggestions

* Should not stop at 2, extend beyond 2 tiles if possible
* Not just more colors, maybe more tiles
* Could make instructions at bottom left more clearer
* Could show colors first before allowing players to tap

**Cloud Sort**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 4 |  | Pleasant-looking |
| Given the chance, will you play this game again? | 3 | 1 | Too simple |
| Was it easy to use at a glance? | 3 | 1 |  |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 |  |
| Is the look and feel of the game acceptable? If no, why? | 4 |  |  |

**Other Feedback:**

Difficulty

* Too easy, like a game for kids

Design

* Too many clouds

Usability

* Hard to drag numbers
* Took time to understand game
* Make a few mistakes before understanding how to play
* Numbers movement a bit too fast, a bit hard to catch numbers
* Numbers too close to each other, tend to catch wrong numbers
* Might accidentally hit number that spawns
* Tends to hit cloud at the front when wanting to drag to the back, not enough space to drag number between clouds

Suggestions

* Replace word “reduce” with “minus” in the instructions

Bugs

* Laggy, performance issues

**+/- Fruts**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 3 | 1 |  |
| Given the chance, will you play this game again? | 3 | 1 |  |
| Was it easy to use at a glance? | 2 | 2 |  |
| Was the game’s difficulty acceptable? If no, why? | 4 |  |  |
| Is the look and feel of the game acceptable? If no, why? | 2 | 2 |  |

**Other Feedback:**

Game Instructions

* Difficult to understand, instructions unclear

Design

* Title was inconsistent, no fruits in game

User Interface

* Needs different symbols for enter and backspace, slash is not enter, X is not backspace
* Green answer bar is confusing, tried to drag numbers into bar
* Check button was unacceptable

After this point, testers were getting somewhat tired

**Avian Counter**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 2 | 2 |  |
| Given the chance, will you play this game again? | 3 | 1 |  |
| Was it easy to use at a glance? | 2 | 2 |  |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 |  |
| Is the look and feel of the game acceptable? If no, why? | 3 | 1 |  |

**Other Feedback:**

Game Instructions

* Confused at start of game, randomly tapping screen
* Understanding to play the game is an issue

Difficulty

* Hard to understand / difficult how to play the game

Design

* Birds are too small, difficult to count
* A bit tough, difficulty counting birds, all looked the same
* Maybe all over the place
* Thinks it’s a bug when there is zero birds on screen

Usability

* Needs to know when new rounds start

Suggestions

* Make the birds move around a bit / animate
* Maybe better if there is more time to count

Bugs

* When fail, does not repeat game

**Flyswatter**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Remarks** |
| Was it fun? | 3 | 1 |  |
| Given the chance, will you play this game again? | 4 |  |  |
| Was it easy to use at a glance? | 3 | 1 |  |
| Was the game’s difficulty acceptable? If no, why? | 3 | 1 |  |
| Is the look and feel of the game acceptable? If no, why? | 4 |  | Can be improved, in terms of color combination and brighter text for the flies |

**Other Feedback:**

Game Instructions

* Misunderstood game, tapped flies at the start
* Instructions not clear, difficult to play

Design

* Time is too short per round
* Letters are not quite clear
* Letters could be a bit brighter, not that color

Usability

* Difficulty tapping flies (phone)
* Gets frustrated after a while not being able to tap

Suggestions

* Make it more colorful

**General Feedback**

* Explanation should be clearer/ easier to understand
* Can include example run, a video or demonstration before game starts
* Needs obvious better visual feedback
* Some game needs countdown, starts too abruptly, wants countdown for each game
* Maybe better if there is more time to count
* Needs the differentiation between equations
* Instructions need to be short and sweet in English
* Needs more sound effects
* More visual effects
* More gamey exciting feeling of winning
* Does not want to go back to read instructions

**Overall Suggestions**

* Less icons on screen to make space for better description
  + Could do a different UI design/layout for mobile version to compensate for smaller screen size
* Header on games can be bigger (display game name in a larger font)
* Would like countdown timer across all other games