

Tic Tac Toe Survey

Survey about the design features of Tic Tac Toe program.

How good was the tutorial (Did you know how to play)? *

	1	2	3	4	5	
Bad	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Good

How easy was it to visualize the geometry of the board? *

	1	2	3	4	5	
Easy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hard

How easy was it to see where the AI moved? *

	1	2	3	4	5	
Easy	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hard

How complete does the game feel? *

	1	2	3	4	5	
Incomplete	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Complete

How much fun was the game? *

	1	2	3	4	5	
Boring	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fun

What design elements were done well? *

It was easy to see where the computer was playing and what spots were still available. The directions were a little difficult to understand until you already started playing the game. I was confused that

Are there any missing game features? *

Saying "your move" or "hints" would possibly be helpful during the first round of playing so it's easier to understand how the game is working.

Any design/aesthetic flaws? Ugly colors, asymmetrical, etc. *

N/A

Would you recommend this game to a friend? *

☐ Yes

☒ No

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What design elements were done well? *

I like the blue and green of the game board. I understand and like the logic of how the design was laid out. However, the diagonals of the game board were a little hard to understand. If the AI was going to be moving diagonally to win the game besides the obvious example's way, then the player might be frustrated and say they didn't understand that was another way to win the game. Although given in the example, it's hard to visualize in the design on the game.

Are there any missing game features? *

The starting point each time the player goes against the AI starts back at 0, but this is tedious when you want to go to the number 63 or something on the bottom level. Another idea to consider is to let the player see the winning move of the AI so that the player understands how they lost the game. It would be hard to understand the game if you hadn't read the instructions carefully, which seemed a little long and some parts unnecessary. If you could maybe shorten these instructions or had the option during game play to go back and read the instructions, that would be helpful to someone who doesn't fully understand the basis of the game. In the instructions, if you could give a mini version of the game board I think that would be helpful to visualize how the player will go about interacting with the game.

Any design/aesthetic flaws? Ugly colors, asymmetrical, etc. *

The "You Lost" screen has off-centered text and a green undertone to what I'm assuming is the "You Won" text of the game. The font looks green on the red and it doesn't look good with the color scheme on both the "You Lost" and "Top Scores" screens. The start button on the home page looks weird, I don't like the purple here. It's hard to see the "start" text on the purple with the gray font.

Would you recommend this game to a friend? *

☒ Yes

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What design elements were done well? *

layout of board looks good.

Are there any missing game features? *

mouse instead of cursor. see how I lost/won. choose level of AI difficulty.

Any design/aesthetic flaws? Ugly colors, asymmetrical, etc. *

black background makes it hard to see.

Would you recommend this game to a friend? *

☐ Yes

☒ No

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