Countect Feedback

Word of warning: don't be disheartened reading some of this as I have only asked a small sample size currently and have focused on improvements rather than what is good.

As you mention, it is still in its skeleton form/early stages so there will always be something to improve. Feedback from yourself is also welcome and what you think could be improved.

The biggest change I suggest is that we make one game mode playable (daily challenge). This will allow us to focus on marketing and generate revenue (hopefully) quickly, it will also allow us to see how it performs and then start focus on the other game modes if it is positively received. You can see a further explanation in the "unlimited mode" and monetisable section.

"One thing at a time"

General Feedback

Note: *some of the feedback may be contradictory*

• Fairly complicated game and/or hard to understand at first, both in gameplay and design

• Numbers not necessary for people who are expecting to play word games (a lot of people like word games and a lot of people like number games but its less common to find people who like both aka. venn diagram)

• Lack of interaction/feedback when word entered

• Game is easy to pick up and play

• UI is good and easy to understand

• Game is fun and ranking system works well, gives player a reason to return

New Specification Based on Feedback

1. There is no create account button. Include a create account button.

2. Allow the user to choose from best of all time to best monthly, weekly and daily.

3. Change landing page to the daily challenge instead of demo. This challenge should be free to play for everyone regardless if they're logged in or not.

4. Change daily challenge to three words instead of five.

5. 3. Change daily challenge to different timezones with it resetting at 0000 and as per 1. (no account needed)

6. When the correct word is inputted, the letters should turn green and there should be a pop up (only for a short time) that will show that they have inputted the right word.

7. Long challenge words are spanning two lines, these should be changed to 1 line.

8. Hints should be under one icon (a golden/yellow lightbulb), once clicked they can then choose the hint they want.

9. It is not completely clear what the "sum 2 letter hint" number is in reference to so it should be moved and the red colour doesn't suit it. It should be orange and a small display of 2 orange letters with the sum of the 2 letters displayed on the screen while the hint is active. The hint icon should also go grey whilst it's in use.

10. Additionally if the hint is used twice, the user loses the first hint. The hint should be limited to 1 in use at a time (the user can't get another hint until one is complete), once the correct letter have been inputted in those 2 correct boxes, they should highlight green shortly and then grey out (only once both letters correctly inputted).

11. Once the letter is entered, it can't be removed. This should be changed to allow for removal of letters if the user wants to.

12. Include privacy policy and cookie policy attached as a pop up.

13. Another requirement to comply with GDPR is to have a form of contact, so a contact page will be needed which will require an email address and name from the user. Can this be sent to hosting through the email system somehow and not linked to my personal email as well please.

14. Rankings are only available for the daily challenge and not unlimited mode, coins earned in unlimited mode should not be transferable to each game mode. Note: points will remain in daily challenge mode.

15. Website isn't automatically upgrading to https, this needs to change. Possibly hsts?

16. Daily challenge scoring to change: everyone will start at the same score e.g. 150 (may change after further testing), players can use hints but this will subtract from overall score.

17. Please see attached one of the review of the game from a reviewer. (I am also waiting for one more review from someone). Anything that has been mentioned is also included in the spec. unless otherwise mentioned.

Unlimited Mode

Unless otherwise specified, the improvements to be made apply to both modes of the game. Under this current variation, I recommend that we remove unlimited mode until it is further refined and "perfected" as it may take some time (this will also need

to include an updated privacy policy as card payments will be processed). This will allow us to build up the game and an audience for us to market the unlimited game mode if the demand is there.

Changes and improvements below:

1. Points will now be coins and they won't earn points until completing a word (only for completing a level if they win in spin game).

2. You will have packs, each pack will include 6 levels for different word counts from 3-8. The 6 levels will each contain 10 challenges of each letter count.

3. These levels in the packs can be completed in any manner e.g. 3 from 3 letter words and then jump to 4 from 6 letter words.

4. On completion of a level, they will obtain a chest/treasure that will include a spin which will give them coins, hints or nothing.

Monetisation

1. Daily challenge will remain free, hints can't be purchased but adverts will be shown.

2. Allow for adverts to be displayed on the daily challenge/landing page without getting in way of the game.

3. Users can buy coins in unlimited mode which will allow them to buy packs, hints and spins or mega spins.

4. Users can gain daily coins for logging in and further coins for watching adverts.

Possible Future Variations and Ideas (*subject to change*)

1. Foreign language versions.

2. App OS and Android.

3. Word only mode where no numbers are used and you just think of the word it is related to.

4. Image mode: Image connecting game.

5. Sound: Sound connecting game.

6. Language learning mode: you have a the hint word in your foreign language but the challenge word as your native language or vice versa. This could work well as a way to learn the most common words in a foreign language however may have difficulty with applying it beyond verbs and nouns. This could be combined with your suggestion with an image.

7. Images included as a hint.

8. Additional hint word included as a hint.

9. Race to the word, image or sound game. You will be given the hint word and you have to get to the challenge word by the connecting words shown in the fewest steps possible (similar to that wikipedia link game).

10. Your idea with having pair words and images.