Group 9 Critique Feedback

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<u>**Group 7**</u>

Corri:
- Switch help & options in main menu
- Maybe a better name for help would be "demo" or "tutorial"
- The pause screen should have mini-map
- Pause screen shouldn't need HP bar
- Pause screen with an options button would be good
- Watch the zoom level when driving fast, could be hard to control vehicle when going fast at a close zoom level.
- Well thought out and detailed :-)
- On start screen, make 'start game' more visible/clickable than the other buttons since it will be the most used button.
- Swap direction of life bar to better match convention (e.g. in Mortal Kombat) and have remaining life be closest to the edge of the screen.
- Make GPS arrow move from edge of screen right onto goal when goal is within the screen.
- Make sure 'mute all' button moves sliders all the way to the left and is automatically unchecked if user moves either slider to the right.
- In Options and Difficulty screens, remove the title of the game and maximize the space used for text, buttons, explanations, etc.
- Consider adding multiple color-coded GPS arrows if the user has selected multiple deliveries in the Pause screen. That way the user can go for the closest deliveries in addition to the most urgent one.

Nick:
- I like the slider bar for sound in the options menu
- I like the mini map and options in the pause menu
- The garage with a lot of upgrades is good for keeping users happy
- Make sure your steering is tight, so it isn't easy to crash when driving fast
- Also make sure the zoom level is far enough away that driving fast isn't overly difficult on the phone
- Well-explained :-)
- Make music sliders go from red (low) to green (high) or else just stay one color.
- If package pickup/dropoff requires zero velocity, make sure there is a way to brake/reverse.

Clinton:
- I really like the idea which is providing the game for people who work with right or left hand
        (there is an option which offers buttons for different users)
- I like the difficulty options at the first of the game

- I like the car visual options (colors, wheels, etc.)
      Some advices:
- It would be better if he make the screens less than what he showed me
    (if he mix some options together) in order to keep the player away from feeling boring.
- It would be better if he make mute button on the game screen)
- Really like the idea of accommodating the game for people who work with right or left hand
(there is an option which offers buttons for different users)
- Like the difficulty options at the beginning of the game
- Like the car visual options (colors, wheels, etc.)
- It would be better to consolidate the options in various screens so the player doesn't get bored.
- Put a mute button on the game screen

Group 6

Russ:
- Need level indicator in game UI, as well as inventory screen
- Also need some skill point indicator in game UI
- Decide amount of skills per level or per type of skill\
- Should have some sort of tutorial for the in-game UI and shop screens
- Make sure there are plenty of upgrades and inventory items to keep player interested
- There should be buttons to exit the game.
- Nice clean in-game interface - allows a wider view of the playing field, which will probably be nice.
- Make sure to provide an exit button (maybe via a menu) from anywhere in the game.

Stephanie:
- All of the above +
- Make sure you upgrade character stats in some way and show the skill points the player has to earn the next skill
- I really like the idea of the game which is related to education and entertainment.
- I like the various options for the visual view.
- Really like the idea of the game which is related to education and entertainment.
- Like the various options for the visual view.
- Nice graphics/ideas.
- Hard to critique such a detailed "sketch."
- Make sure map accurately reflects land layout.
- Consider removing 'load game' from Pause menu.
- Confused about what gameplay will be like and how items will be used, but nice display for them.

Group 5

Chris:
- There needs to be some way to opt out of going through the tutorial every new game

- Grey out non-usable upgrades, rather than the red vs. green setup you currently have.
- Label the level warp entrances
- Make sure every level is easily playable, isn't too easy to crash to avoid players giving up early on in the levels
- Very nice diagramming.
- Consider removing 'save successful' and 'load successful' messages and only showing a message if there's an error. It will be obvious if the load is successful, and the user will just expect the save to be successful.
- Make tutorial optional. Maybe when introducing confusing new things on the map, show a little popup explaining the item (inside the game, not just as part of the tutorial).
- Consider automatically equipping items when they are upgraded (or a better item is obtained), rather than making the user do so. Otherwise, make it obvious which items are better (e.g. +10 damage is good, -5 damage would be bad).
- Remove warp from the end of the level unless there's a reason that the user would not want to leave the area immediately (e.g. remaining items).

Glen:
- I like the buttons in the main menu for demo and instructions
- The UI at the bottom of the screen is great, especially since it is unused space otherwise
- Good upgrade system, I like the idea of having 4 different types of weapons that you upgrade as you go along.
- It needs to be easier to get into a level (don't hide buttons behind other buttons)
- Make sure the start game button is the very first and biggest button on the main menu since it will be used the most. Any button that is used a lot should be the biggest or easiest to click and start playing
- Make sure it is easy to get energy and not run out
- Make sure it is easy to get upgrade resources so the player stays interested
- It would be better if he makes save option button to save the level.
- Like the weapons options.
- There should be pause and exit options
- It would be better if he make save option button to save the level.

Tim:
- Laboratory is kind of a misnomer, perhaps incorporating the hanger and the lab together would be a good compromise
- Level could be a warp screen rather than shooting the level "enemies" to enter the level screen
- Make sure it is easy to get to a level and play, not too many intermediate screens
- Put Exit button on splash screen in case user didn't intend to open.
- Clarify which objects are for shooting at and which should be flown into. It seems more intuitive to fly into things like warps.
- Consolidate Laboratory and Hangar.
- In Level Select, make levels as far apart on the screen as possible so that user can easily select/shoot the one they want. Consider putting the craft at the center of a circle of levels.
- Nice idea with the camera lookahead for diverging paths.

Group 1

Kyle:
- Select object:
     - How many objects?
     - Can there be a way to customize objects, such as taking a picture of an existing thing in reality and creating an object out of that photo?
     - Could be possible to use existing technology to identify the objects that are being creating dynamically
- Allow the user to enter a custom name for a way-point or object
- Good options and simple design
- Good big buttons that are easy to recognize on the phone

Josh:
- Like the idea (educational game)
- Felt a little confused about how the game works with the camera.
- Zoom in on the lesson screen to make sure individual lessons can easily and unambiguously be selected with a finger.
- Consider using text along with audio to enhance understanding of language. We know you want to focus on speech, but it's nice to know that the words you are pronouncing are actually spelled in a way you would not have guessed (e.g. hors-d'œuvre).
- Always include an exit mechanism, since the standard android home key won't be on your devices.