

Full Design Doc Feedback

Full Game Design

UDL	5/5
Excellent!	

Culturally-relevant design	5/5
Excellent!	

MVP	8/10
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This is good, for the most part. However, each “level” is too simplistic – it only involves purchasing a single item. You’ll need to expand your definition of level to be a level in which the user needs to balance what to buy rather than just go through the mechanics of buying something. You are teaching how to make decisions, so make sure that your level is sophisticated enough to involve the decisions you’re trying to teach.

FGD Total	18/20
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