Nestor Macias Montes

CS 297

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**Usability Feedback**

Methods used for gathering feedback:

* Informal interview
* Individual interview
* Group discussion
* Voiced survey
* Game tested

Artifacts presented to interviewees:

* Game art
* Prototype
* Flow charts
* Sketches

Feedback assessment:

The information retrieved from the interviews was very useful, I was able to assess some of the areas that might make it hard for the player to understand the game and/or the mechanics. Showing what my team and I have done so far was interesting and lead me to think that we could be making progress a little bit faster.

I asked and demonstrated some art and the cloning mechanic to some of my cousins, girlfriend, and some friends. After each interview, I stopped and thought to myself what other questions could’ve been addressed. Most of the questions that came up will be addressed with my team members and hopefully we will figure it out soon.

Since my team and I decided to do this assignment individually, lots more of questions should arise and in the next meeting we have, we will compare and take action upon the results.