<u>Demo Day Notes Template</u>
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Which features of your project worked the best or were well received during the demo?

- Junk Tiles
- Autocomplete/Increase flow
- Flow speed toggle. When Junk Tiles and Fast speed were both on, the game was hard and people enjoyed the difficulty
- Sound Effects

Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?

- Suggestion to have auto complete auto detect the end. The user didn't see the autocomplete button at first.
- Some didn't realize start tile was in bottom right
- It took a few tries for people to realize that the pocket tile meant it took two clicks to swap a tile into where you wanted it to go.

Did you notice anything surprising or unexpected? Did users find any bugs?

- No bugs were found