This game is GREAT! I think people will LOVE it! Here are a few thoughts:

1. Will you have an audio message to greet them and tell them how to get started? Maybe it should repeat every 30 seconds until they start.
2. Do you have plans to give them directions? I could see a button for Help (could be just the ? symbol). When clicked, it would give them a short tutorial on how to use the game.
3. Rather than having the message to Click Roll to Start appear in text, maybe we should have an audio message that says, “Pick a vowel group to start the game.” Following that, could we have a little animation that flashes images randomly on the dice and then clears them. At the end of the animation, they would all go blank and the “Roll the Dice” button would appear.
4. After the user selects the vowel group, it might be nice if the selected group appears just below the Vowel Howl name (e.g., “Long Vowels”).
5. Will people know what Varied means? It is probably the best word, but I thought I would ask…
6. Should there be a mode that lets you select Mixed in which case long and short vowel sounds are mixed, but the student still has to pick words based on the vowel. Maybe this conflicts with the basic point of the game, but it could be an extra challenge for advanced students.
7. In Yahtzee, you always know where you stand relative to getting the bonus because the score card has the numbers visible. What do you think of showing the score for each category under the category after it is filled? It could fit in the same area where the arrows currently show where a roll can be applied. It might require a little more space…
8. Is this a multiple player game? Can it show scores for more than one player?
9. How hard would it be to add a high score list? If kids are playing on the Internet, they might enjoy seeing their initials on the high score list. You might want to reset it each day to keep it interesting.
10. The graphic of the wolf is really fun!
11. What happens if you get a roll that doesn’t fit any category? I didn’t get that far before the program hit an error…
12. How does the game look on lower-resolution settings? What is the lowest resolution we plan to support?
13. On some words, you can hear the word(s) perfectly, others you can’t. Ex. Whale, cube.
14. Should there be a reason to keep playing if you have memorized all the words? Say it is an older person. (4th or 5th grade) They keep beating all the levels. Long, Short and Varied. Should there be another level if you achieve a certain score? Ex. 400 pts. And you can advance to more challenging words to get your vocabulary better?