# User Testing and Feedback

At this point, you should have a working prototype of your game! Now is the time to get feedback from peers to inform how you proceed with finishing your game. Your goal here is to collect as much information as you can!

Have up to three people play your game and give you honest feedback and questions. They can either type in their responses here, or they can write it down and you type it in after. They should at least answer the following questions:

1. What do you like about the game?
2. What do you not like about the game?
3. Is it fun? Would ideas make it more fun?
4. What technical aspects of the game make it difficult to play or take away from the fun? That is, could it be improved?

IMPORTANT: Now is NOT the time to defend your ideas or try to answer their questions. Ask follow up questions to really understand their experience. The more you can learn from your users and implement their feedback, the better chance you have at creating a good game!

=== FEEDBACK #1: ==========================================

1. What do you like about the game?

2. What do you not like about the game?

3. Is it fun? Would ideas make it more fun?

4. What technical aspects of the game make it difficult to play or take away from the fun? That is, could it be improved?

=== FEEDBACK #2: ==========================================

1. What do you like about the game?

2. What do you not like about the game?

3. Is it fun? Would ideas make it more fun?

4. What technical aspects of the game make it difficult to play or take away from the fun? That is, could it be improved?

=== FEEDBACK #3: ==========================================

1. What do you like about the game?

2. What do you not like about the game?

3. Is it fun? Would ideas make it more fun?

4. What technical aspects of the game make it difficult to play or take away from the fun? That is, could it be improved?