Game Design Problems

**Instructions**: Read the following game design problems and brainstorm potential solutions using the concept of fast iteration cycles. Write your answers in the space provided.

1. Problem: Players are finding it difficult to navigate through the game's levels.

Solution:

2. Problem: The game's controls are not responsive enough, leading to frustration among players.

Solution:

3. Problem: The game's tutorial is confusing and does not effectively teach players how to play.

Solution:

4. Problem: Players are losing interest in the game because there is not enough variety in gameplay.

Solution:

5. Problem: The game's graphics are outdated and do not meet modern standards.

Solution: