**Beta testers:**

*Harry W. (Neighbor)*

*Patrick W. (Neighbor)*

+Title screen is very creative

**-Bland buttons, make them better (match background and stuff)**

**-Challenge button should be named "PLAY" and stand out more.**

**-Some terminology errors in the lesson**

**-Make positive and negative feedback during the game, but not a popup because it may obscure view**

**-Make leaderboard and stats work**

**-Don't repeat the questions (make a list and save already used ones)**

+Seems promising to young child, but doesn't appear finished as half of the lessons weren't included in the challenge

+Colorful but not too distracting

+Clean design overall

**- Name is kind of hidden, not noticeable at first**

+the previous next buttons is cool, and should be used more with other sections too

+Neat, little window as the game is like a pocket practice game, instead of the game being oversized

**-The window that shows can't be closed without closing the rest of the game**

+-Should Add music and sound effects

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Accomplishments:

* Gotten beta test done
* Worked on leaderboard class
* Refined the IPO charts, proposal, etc. To be handed in on Friday

Concerns:

* Add the recommended things the user suggested
* Fix the issues the user suggested

What to do about the concerns?

* All of the problems are not difficult to solve, I just need to dedicate an hour or so to work on my program sometime
* I will get my beta testers to look over again after I’m finished to see if they concur with my solutions to their proposed problems

Expectations:

* Fully completed everything
* Hand in proposal on Friday, so I can space out my assignments to hand in
* Hopefully fully satisfy my beta testers, and look for more people’s ideas