

Interview Number 1

Level of experience of the user the “on-paper” squares game: Played the game before and knows how it works

Overall feedback: Really enjoyed the game and was fun and easy after playing around with it. At first it was very difficult to get going and didn’t understand where to click to create lines. Once they got a good feel for how everything functions everything went smoothly and didn’t have any issues.

Front Page

Good:

- Play button sticks out
- Simple and not busy

Not a fan of:

- The moving logo is kind of distracting
- Colors are dull

Settings Page

Good:

- Fonts are easy to read, and flow is easy to follow
- Being able to change the board size is a nice touch

Not a fan of:

- “Flip UI?” doesn’t make sense
- All the moving is distracting

Play Screen

Good:

- Easy to play (After figuring it out)
- Overall, very pleasing to look at and simple

Not a fan of:

- Not sure where to click

Tutorial Page

Good:

- Explains the overall rules pretty well

Not a fan of:

- There was a spelling error and very condensed. Being spread out more or not so many “paragraph style” lines of text would be better

- No read instructions on how to work the actual game. Include something that says “click between the dots” would help

Saved Preferences Feature

Good:

- Easy to find and cancel

Not a fan of:

- Should be explained somewhere what it is doing, doesn't actually work until you start a game

Flip Board Feature

Good:

- Makes sitting across from someone easier. You don't need to constantly flip the phone

Possible Bug Found

- After clicking the undo button, it got rid of the wrong line
 - o Could not replicate this issue no matter what I tried, maybe it was just a random occurrence?