

Interview Number 2

Level of experience of the user the “on-paper” squares game: None at all, never even heard of the game

Overall feedback: In the beginning the app was frustrating to use because it doesn’t really explain where to click on the gameboard even in the tutorial. Once you get the hang of everything and play around with it enough the game is really fun and enjoyable. I didn’t really like the color options though, they seemed too similar and kind of boring.

Front Page

Good:

- Simple and straight forward

Not a fan of:

- Different colors would be more pleasing to look at

Settings Page

Good:

- Easy to read

Not a fan of:

- “Flip UI?” doesn’t make sense
- Kind of boring to look at
- Colors options are boring
- The title at the top of the screen doesn’t really make sense, you’re not really setting any rules

Play Screen

Good:

- Very clear and easy to use after getting the hang of it

Not a fan of:

- Tutorial was no help at all, at first couldn’t figure out how to “draw” the lines

Tutorial Page

Good:

- Explains the overall rules pretty well

Not a fan of:

- Couldn’t find any instructions on how to actually draw the line. It needs something to tell where to click

Saved Preferences Feature

Good:

- Convenient to start a game

Not a fan of:

- Wasn't clear how to cancel

Flip Board Feature

Good:

- It's a nice option to have when sitting across from someone

Not a fan of:

- Not entirely needed

Bug Found

- Accessing the settings page during a game after setting "save preferences" makes the settings page useless. Any changes that have been selected will not actually change, instead it will change back to the initial preferences