User 1 20 years old female

"I really enjoyed playing the Connect 4 game! The interface was user-friendly, and the colors were vibrant, making the game visually appealing. I particularly liked the feature that shows the last move, as it helps keep track of the game's progress. However, I did notice that when someone win it only display the text at the bottom, which can be a bit confusing. Also, it would be great if there was an option to undo a move for accidental placements.

User 2 16 years old male

"I've had a chance to play the Tic Tac Toe game, and I found it quite enjoyable for a quick play. The simplicity of the design works well for this classic game, and the response time is immediate, which keeps the game pace brisk. It would be nice to have a visual cue highlighting the winning move before the board resets.

User 3 21 years old male

"I've spent some time with the checkers game, and I'm impressed with the fluidity of the animations and the intuitive drag-and-drop feature for moving the pieces. It really mimics the feel of playing with a physical checkers set. However, I encountered some difficulty when trying to perform a 'king me' action; the game didn't always recognize when my piece first start to move. Additionally, I think the game could benefit from a 'hints' feature for beginners to understand possible moves.I like the pieces.

User 4 40 years old female

"The Othello game is shaping up nicely, with a clean interface and easy-to-understand controls. The contrast between the black and white pieces is clear, which is great for visibility. However, I noticed that the game is not fully finished . Also, there's no option to review the game after it's finished, which would be helpful for learning from past moves. It's also missing an 'undo move' feature, which I believe is important, especially for new players who are still learning the game. Lastly, adding some sound effects or music could enhance the overall atmosphere of the game."