

Need Finding

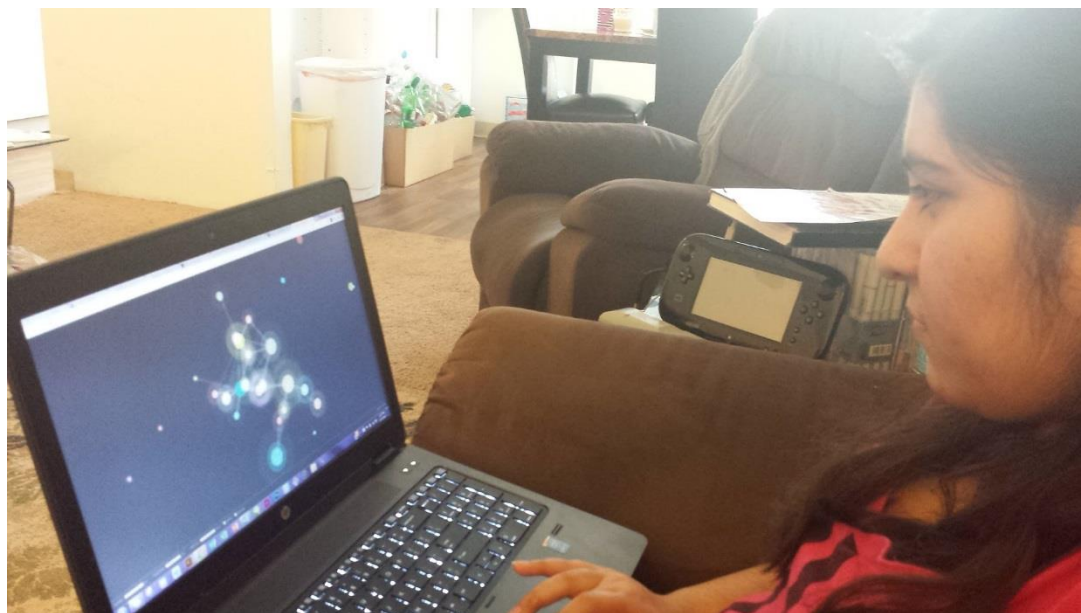
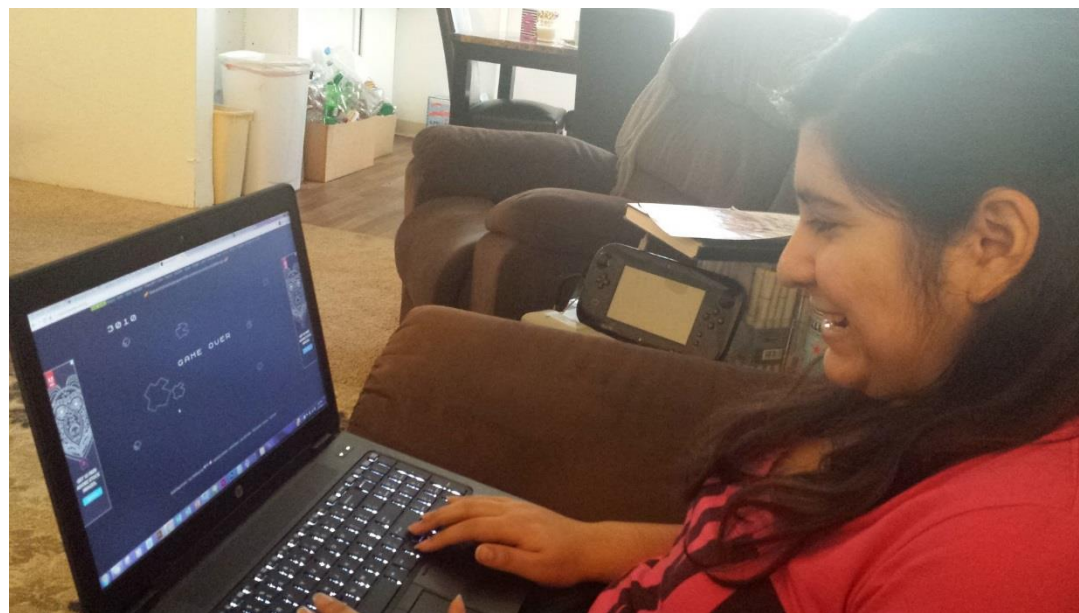
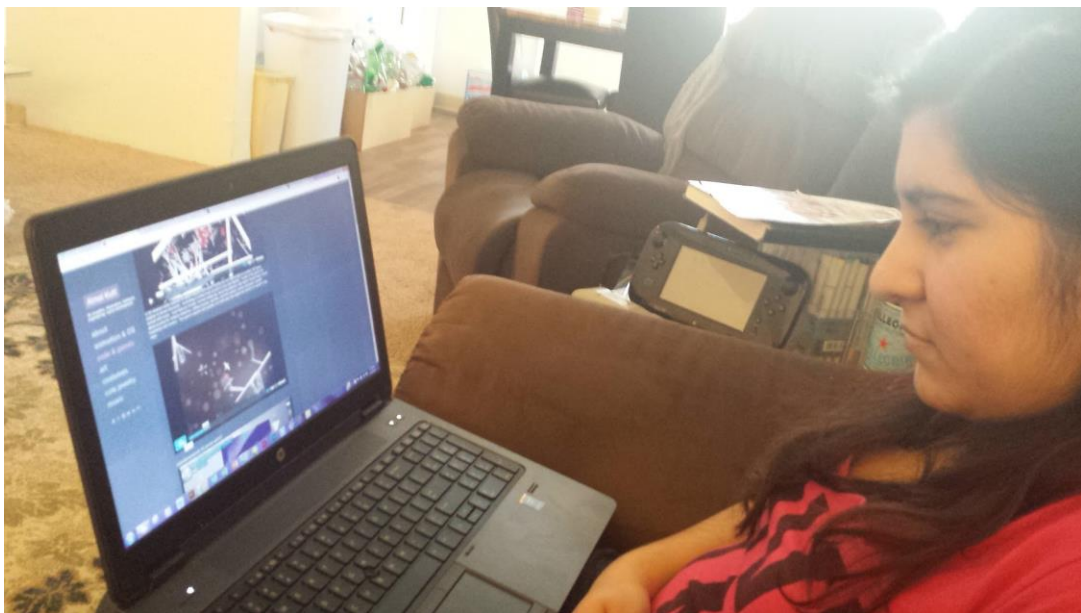
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Details

- The person I asked was my roommate Chelsea, as she is always playing small games and apps on her computer and Kindle.
- I showed her Tonfall Sequencer, Sonata, as well as Asteroids.
 - I showed her Asteroids, because Sonata is not available and is only a video. But the basic premise is the same

Observations

- When playing Asteroids, she immediately did not know what to do or how to move. There were no instructions. Her first instinct was to click and then move the arrow keys.
- When Watching the Sonata game, she was confused as to what the purpose of the game was.
- When interacting with Tonfall sequencer, she immediately said it reminded her of atoms and molecules. Although there was no goal to the game, she started to move the molecules so that they all connected.



Needs

- Needs a story line to make people reflect
- Needs to let user pause and start
- Needs a main menu
- Needs instructions to play
- Needs to have a goal
- Needs a sense of challenge or competition
- Needs to have options visible, but not distracting
- Needs to have clean code
- Needs visuals that are engaging but not overwhelming
- Needs to be intuitive