Research Questions

1. Are the interactable elements of the menu clear? What indicates interactability in general for user?
   a. Yes, collections was not quite as clear though. Subject assumed it was linked to deck creation functionality.
   b. Clearly defined bubbles defined interactability as expected, glowing cards would have better indicated interactibility for cards.
2. Did manipulation of the cards feel intuitive? What elements of manipulation were unclear/could be communicated better?
   a. Glowing highlighted cards would better communicate interactability, would have liked to see a plus minus button on cards.
   b. Clicking on keywords on cards should bring up a descriptor of the keyword.
3. Is there anything you think the deckbuilding menu is missing? Something that would make finding the cards you're looking for easier?
   a. Plus minus button
   b. Filter by cost
   c. Make it clearer which fields are text editable
4. What about the settings menu, was all functionality clear? Was there anything you would like to see added to the menu you think most games should have?
   a. Windowed mode button
   b. Add username change/anonymity

Overall, it seems like I need to improve on accessibility in this project, as most of the feedback I received centered around the ability to more easily tell what parts of the menu are and are not supposed to be interactable. There was also some feedback on things I did not think of such as a windowed mode toggle and username change feature. While these are things that wouldn't really end up being supported by my project anyways, it does make me realize that there are certainly thing I don't think of when considering the online aspect of an online card game.