### Prototyping Stage Deliverables: Garden of Math and Evil

#### Can our target audience engage with the game (is it intuitive and accessible)?

* Yes: creating is an extremely engaging mechanic, and playtests tested very interactive, and engaging.
* *\*Points-of-Interest: Making sure the wording and dialogue of prompts is comprehensible and does not interfere with the core task.*

#### How will the game help a user figure out how to complete the task?

* 2 weeks of prototyping into ways we can successfully teach users more complex probability techniques:
  + (Winner) **The HTP screen proved to be a consistently successful amount of information to provide for people to understand the concepts and apply them to the following**
  + Tooltips were found to be too shallow a format for users who had never grasped these techniques to understand them
  + Just-In-Time widget was dubbed too technically expensive to implement without needing it, so at this point we are not including it in our plans since the HTP were successful in teaching the toolset
  + Tutorial - not assumed to be necessary for teaching specific skills, although the HTP’s *may* have some amount of interactivity to them (swiping, small actions, etc)
  + Document [here](https://docs.google.com/document/d/126gEn8l4y4rvctH1lldV7Gq-kt2_2JrfhDe_4BJryXE/edit) with options and next steps

#### Do interactions promote training (eg. are interactions aligned with objectives)?

* Yes, analyzing and utilizing probability techniques in a concrete way promotes the ability to apply the same techniques in related ways in users’ real lives.

#### Will the target audience want to engage with the game?

* Playtests were very positive, placing items creates autonomy users found rewarding.

#### How do we envision the target audience staying engaged over time?

* Players will continue to be challenged as they improve their probability skills with tasks of Increasing difficulty as well as introducing new objects (possibly unlocked through competent gameplay).
* *\*\*Point-of-Interest: Language of prompts being clear and consistent while remaining non-repetitive.*

#### How does play evolve? What are the game’s extremes (i.e. easiest and hardest) like?

* Shelby’s initial ranking of probability techniques follows:
  + Setting probability to set amount (x%, x/y)
  + Relative probability (x twice that of y)
  + Addition rule (chance of x OR y = chance of x + chance of y)
  + Multiplication rule (chance of x then y = chance of x \* chance of y)
  + Independent & conditional probability (items have multiple characteristics)