**Debugging of Project Prototype (So far)**

As the game is a basic childrens game, the background type for the games tester could be anyone who is able to notice any basic errors as the prototype of the game. As we have IT skills across a broad range in the group any member is able to test and also mention enhancements to the game. It is possible that a few versions of the game could be made after some prototype changes.

The games files themselves are sitting in their own unique game folders with pictures and sounds, so it makes it simple that a user doesn’t click on the wrong file to open and start the game. Generally you could create a desktop icon. The main screen itself has no main bugs at this stage of the development of the game, the only issue that might be considered from some criteria is the amount of green space between the tomato pictures and the games buttons.

The second mini games button doesn’t work at this stage but the second game is still under construction so this will be corrected in the next games update of the prototype. The first option to load up the game works as intended. After the game is loaded each sound for each animals work as intended and no further corrections will be needed for this, the time on the game works as it should as well. The only main bug I could find through playing at this stage was that the animal cards you would have to select would often double up, this could be a creation of the game but it was happening a bit so could be considered a potential bug.

So far the majority of the prototype works as it has been designed.