Identify the intended audience for your game

Intended audience, anyone within the ages of 12-99

Conduct interview #1 with a potential user PRIOR to development

1. What are some games you have played recently? - "Clash Royale"
2. What are some games you might enjoy playing on MATLAB? - "Blackjack and craps"
3. In your opinion, what is the optimal length a game should take to play? - "Three to five minutes per slot."
4. What aspects of a game make it enjoyable to play? - "Combination of factors, enjoyability."

Pre-design interview

Conduct interview #2 with a user after beta testing (must be different person than #1)

1. What are some games you have played recently? - "Minecraft"
2. What are some games you might enjoy playing on MATLAB? - "Connect four and tic tac toe"
3. In your opinion what is the optimal length a game should take to play? - "3-4mins"
4. What aspects of a game make it enjoyable to play? - "When a game is colorful."
5. When playing this game, which aspects did you enjoy? - "Seeing the board."
6. When playing this game, what changes would you recommend? - "Making the player move."