Matthew Cohen and Alejandro Gonzales

The first person we had test our game was our friend Gram. Gram thought that the concept of the layout overall was good and easy to navigate. He pointed out that the roll dice button should be more obvious. He also said it was not clear how to use an item. As far as positive feedback he really liked the map we have so far and thinks that our layout is optimal.

The second person we had test our game was our classmate Garet. Like Gram, Garet was pretty positive overall in his feedback. He did state that he did not know why the game log was so big and that maybe it should be smaller. He also wondered if there should be a start menu. I tend to agree with him there.

Overall the feedback was very useful and we will be able to make some changes accordingly.