**Questionnaires Analysis**

The aim of this report is to summarize the feedback sample collected from different individual. The feedback was collected by having arbitrary people fill out a survey form.

The questionnaire was analyzed and we found that in the sample, individuals queried the color since it was not appealing. The board which we initially had did not look like a SOS board, it was not clear where the game was being played. The tutor said the logo was not in a suitable position. The number of people who played the game did not know how to play it as it was not self-explanatory.

To fill the need for our clients/customers/users we added a very monopolizing background to make our graphical user interface look appealing and interesting. To help users locate the play board we added a grid with numbers. Unfortunately we could not center the logo of the game, and most importantly we added a help button to assist the user to play the game, that is it has instructions on how one connects to the server and how the game is played.

This information provided by the survey helped us to make a suitable game prototype understood by the client/user so they are able to play the game without any inconvenience.