

Q: "What do you think of the user interface?"

A: "I quite like it but it's a bit overcomplicated. It looks a little bit like it's a game rather than a physics simulation."

Q: "Are there any features that you particularly liked in this simulation?"

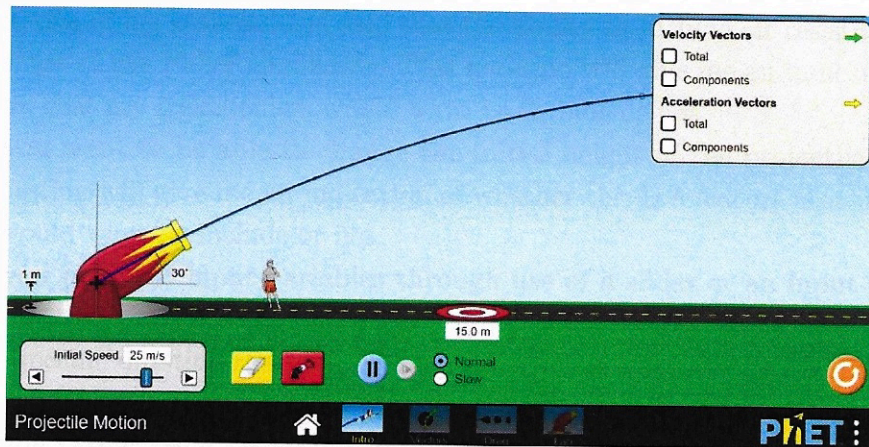
A: "I like how the path of the projectile traces out in real time and you can pause it mid-air. It's also useful that you can adjust the initial velocity and angle of the projectile."

Q: "Are there any ways in which you think the simulation could be improved?"

A: "I think it's annoying that you have to use an additional tool to find the co-ordinates of specific points on the projectiles path – it would be better if they were just displayed. Also, the different modes should just be combined in order to make the simulation simpler."

Q: "Is there anything else that you would like to add?"

A: "I know it's not a big thing but if you make the initial velocity too large, the projectile just flies off the screen and you can't see where it ends up. I think it would be better if the whole path is just shown on the screen and the scale was changed accordingly."



*An image showing the projectile going off the screen (the situation Varun referred to in his last answer)*

## Feedback Summary

Overall, my stakeholders liked the user interface, however felt that it was slightly overcomplicated or overcrowded. They felt that the ability to pause the projectile mid-air and display the projectile in slow motion were useful features. Also, the option to incorporate air resistance and change the value of the acceleration due to gravity were found to be useful features. However, they felt that important co-ordinates of the projectile should be more easily accessible. They also found that having to input their initial variables in specific increments was limiting as they couldn't simulate certain situations. In order to gain further insight into some of this feedback, I will interview my stakeholders again to decide on the specific features that will be incorporated in the final project.