**Study Method**

Our study method was fairly straightforward. The tasks were split up amongst the four of us. Cameron played the role of the computer. Taylor took notes on the user’s actions and feedback. Chris took pictures and Nick interfaced with the users by introducing the game and telling them what we wanted. We held a total of three sessions during which we had seven major participants. There was also some minor feedback from other people who spectated. The participants were all friends, family, and other students in our lab section. Overall, our user study was a great success and we think our method allowed for optimal efficiency and data collection.