Subject 1: There was some slight frustration in the movement of the lightweight prototype itself, in that it did not have smooth movement because the paper caught on the sides. While this is a problem that we can easily fix, it brings up a good point in that in this game smooth screen movement is very important. It should also be made explicitly clear in the programming that the ship cannot move horizontally on the screen in race mode.

Subject 2: Make it clear how to control speed. Provide amore in depth description of control keys, beyond ‘thrust’, ‘left’, and ‘right’. All in all, gameplay was interesting and original. Could use better understanding before game starts (this could be a reason to throw in a tutorial – often times the best way to explain the game from a designer’s perspective is to allow them to play in a “sandbox” of sorts. Even if it wasn’t a full tutorial, maybe we can add an empty screen to the end of the instructions, which would allow the user to play around with the ship, and change environments (coefficient of gravity) to experience gameplay before they start.

Subject 3: The main menu could use clarity in design. We can experiment with adding secondary menus for single player and multiplayer modes, as right now the labels are just headings. The design right now attempts to use a parallel design and repetition of the “challenge” mode in the same place under both headings to signal to the user that the game modes were where they needed to click. We also can experiment later with this design, as right now the contrast of the colors on the constructions paper could be a limiting factor.

Subject 4: Recommended same improvements as above. Used expertise to point out that in web design, text that is underlined usually signifies that it is something that can be clicked on – that is, it has become a sort of affordance for clicking due to common design practices. Look at thickness and contrast later in the design process – obviously a digital perspective will be different from one using construction paper. Unclear as to whether or not top and bottom were boundaries. We should mention this both in the instructions, as well as add a clearer border to the game itself to show that the top and bottoms are borders. Requests clearer description of game modes.