

Chan Ju Park

Code 1

Page, Sarah

*What are you making?*

- I made the horror version slide game.

*Why are you making what are you making?*

- The reason I made this is I want casual horror game that not only for the horror game fan but also for the slide game (or puzzle game) fan.

*Who are you making it for?*

- The horror game fans and slide game fans.

*How should users feel while using it?*

- I want them feel scary and enjoyment at the same time.

*What do you want users to think about when interacting with it?*

- They need to remember which image combines and what they create new.

*In what context will users interact with it?*

- They could find out that the horror game does not have to be realistic version, even simple casual horror game could be creepy as well.