

# Create a word/ sentence summary by adding a note

Identity, Co-design, Sandbox, Pleasantly Frustrating, System Thinking, and Meaning as Action Image.

Qin

Having no idea what the game is doing or trying to teach me

In watching Qian play, I think this game was very hard or unclear on what to do. A lot of chaos.  
- Alina Zhang

Habeeb

Afolabi: The game was very uninspiring, I didn't really have much fun as there didn't seem to be real direction.

Arjun Sahlot: I didn't like the design of the game at all. It seemed very confusing to navigate for both Qian as a player and me as an observer. It was frustrating to see no progress.

I feel this game does not provide any useful instructions which can guide the player to start. - Evelyn

I didn't know what the goal was and there were no clear instructions

So the game is just randomly restocking, misleading customers and "kill" them, I feel like is meaningless..... is hard to follow. Find the goal of this game. tell player how to win this game  
-Amy

Asa

When first observing the game it was clear that there was a lot of struggle involved at first. The game shows feedback by showing how long you survive for. I see the principle of pleasant frustration. It is hard but it still makes you want to try again



Lydia Li: The player looked confused, yet kept playing. This confusion created persistence and showed Gee's idea of pleasant frustration.

it can be seen that the game designers have been quite comprehensive in the game settings. However, due to the possible early design, many functions are not perfect, the uncertainty of the keys is relatively high, and some Settings and arrangements are not comprehensive enough in the introduction. True, a confusing game—  
Katie

Confused  
So Confused

Ary

I was very confused when watching Qian. I think the game was hard to follow as we were confused and Qian also got stuck

Wonju Yoo: When I watching Qian playing the game, I could see the struggle & confusion. I think it shows active, critical learning principle. Qian also kept exploring the rule of the game.

I have no idea what this game is about. There's no guidance at all, it's really confusing, and the graphics are very basic.

Matt Bai: Poor game design, unintuitive. It makes me feel frustrated even just watching.

Felix: No cues to tell you what to do next when you're stuck. So sand boxy that the game is confusing and there is no intuition on what to do.

game was very unintuitive

