



Notes:

- + add button to go back home
- + reset button

Notes:

- + when you select a tile, show available spaces

Notes:

- + button to play again
- + grey out tiles when they are unusable

general notes/ideas

- + consider different device support
- + consider when users will use app and if we should change to mobile
- + if mobile, consider iOS and android support (eg in app back button for iOS, etc)
- + having rules on home page means users can't see the rules mid-game
- + consider accessibility (eg color blind, visually impaired, text color/font, colors + contrast)
- + consider intuitive interactions and utilizing tech/OS to enhance experience (eg drag/drop instead on point/click)
- + tutorial?
- + demographic?
- + What's our E?
- + metrics and methods (survey, completion rate/time, etc)