

Feedback testing

Tested our coded project with our target audience

Feedback 1: Dragging the item still works when your not in the circle. Self explainable. Press space to continue.

Feedback 2: message shows what actually needs to be done. And found bug by dragging a sticker back and cant put a other one.

Feedback 3: Intro before game. Introduction knows where the game is about. Customers need to wwar clothes when the upcycled something.

feedback 4:

very good and very fun. Didn't expect much interaction and visualization (good way) - liked it! The chatbox could maybe done with something else, it seems it is just placed there, it looks like on top of everything, maybe a bit smaller, maybe add needle or scissors design to fit more the game