Feedback on App and Play Lab

In play lab the feedback I got was that there should be some way to win the game. A suggestion was to win, you would have to make it 30 seconds without losing. I didn’t know how to implement that into the game, but it would definitely make the game better.

For my app, the feedback I got was that if you got a certain number of questions wrong in a row, you should lose or there should be a score tally at the end. This is a good suggestion and with more time I would’ve added it to my app.