PlayLab Game and AppLab App Feedback

For my AppLab coloring app I received the following suggestions:

* Allow for adjustable pen size.
* Have an “on/off” switch for the pen so the drawer can complete a stroke without leaving the edge of the canvas.
* Quick cursor motion causes a spotting effect, but this may be desirable for creating various textures.

For my PlayLab wizard game I received the following feedback:

* It is very fun!
* Change the control for shooting fireball to a keyboard key, rather than clicking on the wizard.
* Add more levels with more zombies!