

User feedback on prototype first week: (two test persons)

There's no instructions anywhere, it's difficult for new users to know what to do!

Inconsistent capitalization! Stick to either uppercase first letter or all lowercase!

Navigation seems pretty straight forward.

Fun idea!

User feedback after halftime eval: (three test persons)

1. The log in button forces me to log in via google account, which I don't want to use for the website
 - a. We chose to do authentication via google, if you don't want to log in with google you can play as a guest, but you will not have any highscores then (saved between songs)
2. The searching functionality has some weird results. For example, when I search for Kendrick Lamar, there are lots of results like "Kendrick Lamar feat. somebody".
 - a. That's how the API works.
3. The play random mode displays songs in languages that I don't know several times, so I have to refresh several times.
 - a. Most songs in languages other than English have been removed. Some edge cases still remain.
4. Some songs' titles seem to contain special characters, which are impossible and unnecessary to guess.
 - a. This is fixed.
5. When the guessed words hit, I really need to pay attention to see which words are revealed.
 - a. Similar to a comment below, we agree that it would've been nice to highlight the words.
6. The game logic is weird: In most of the time, if I actually know this song, I can win within the first guess only based on the provided lyrics. There is no need to guess the lyrics. If I do not know the song, it is too hard to guess.
 - a. This has been changed a little, the starting words are not random anymore, they're selected from a set of predefined words that will appear (more basic words like "the" and "I" and "are" etc.)
7. I did not know there was a hamburger menu on the top-right side of the screen.
 - a. We think the hamburger menu looks like a typical hamburger menu and is placed where they usually are (either top left or top right corner), so we will not alter its placement.
8. Maybe something fancier could show up after winning or giving up.
 - a. A win and give up page has been made.

9. When writing a guess, the words stay in the search box after pressing enter or guess button. If pressing enter, it also starts a new row in the searcher which looks a little weird.
 - a. This has been fixed.
10. Some words get revealed in the lyrics when guessed but don't get any points. This is though connected to the special characters. If I type in "I'm" the word gets revealed but nr of hits remain 0. Probably because we have a different " ' " than English keyboards.
 - a. This has been taken care of.
11. If the give up button is pressed, there is still a choice to "continue game" at the menu, which is odd. (yes we knew this already)
 - a. This has been changed, the button still exists but it shows that you have given up/won and how many guesses you made.
12. Would be good to highlight where the found words are, but it is fine, since the lyrics are so short so you can still find them yourself.
 - a. We did not have time to implement this, and since we only have a short text we argued that it's not really necessary to highlight the words, but it would've been nice..
13. Please display the lyrics when won.
 - a. This has been implemented, there's a page for when you win and for when you lose that displays how many guesses you made, and the full lyrics.
14. The instructions button is too small!
 - a. This has been updated and the button is now bigger and has an outline so it looks more like a button.
15. The game can be very difficult.
 - a. We think this is part of the idea, it's not supposed to be super obvious.
16. The hamburger menu has a "log out" and "highscore" button when playing as a guest.
 - a. This has been solved.