

Design Thinking: **Test**

DIRECTIONS

- ☐ Have AT LEAST four peers test your game and record their feedback.
 - ☐ Write AT LEAST one solution to each person's feedback.
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TESTER: _____

Likes	Dislikes

TESTER: _____

Likes	Dislikes

TESTER: _____

Likes	Dislikes

Solutions to Peer Feedback

1)

2)

3)