What tasks did you give your user to perform?

To play around with the interface to type a word press meow and see how it goes

What tasks were difficult for the user to complete, and why?

The concept was hard to follow is it a cat word or a word about a car? This doesn’t make sense to me. Tried to clear the words to start fresh while it cleared the words it didn’t clear the game.

Alternatively, what tasks were completed with ease?

Creating a user account, picking random words to type that didn’t have to do with cars and cats or cats and cars.

Did you encounter any surprising observations with your user behavior?

Not playing a cat word that is also a car word.

How do you intend to respond to your user's feedback?

I would really like to do a lot more work to this sites UI. I plan on researching routing and adding a lot of cool elements to it. First off, I would like to add a set of rules so that the user knows exactly what the game is supposed to do and I would like the UI to make sense. Right now I just feel like it looks like crap. I need to put a lot more work into design as well as functionality. I want to make this website able to be followed.