Greco Feudal UX Report

# Hypothesis

Due to the increase in game complexity, there is a lack of local competitive games that can be played on one keyboard.

# Challenge

When you visit a friend and want to play a quick competitive experience, modern games are too complicated. There are too many controls and you often need multiple controllers.

# Approach

Get people to test game, get responses, change game based on feedback

To make sure my game was reaching my hypothesis I had to test whether the game felt competitive and whether it was easy to play with another person locally. I tested this through having people play the game and then answering a questionanaire

# Feedback

# Experiment 1

I had testers play my prototype and then answer a questionnaire.

# Conclusion