

Interview note for Thursday.

*****NOTE*****

User is confused about

- what is variable
- what kind of thing can be put into variable
- what will happen if have "new line" unchecked
- will anything tell me whether I am right or wrong?
 - == we will add green light flashing (or a sound) to signify it's right, red light says it's wrong

*User forgot about what the task is after explanation of all the function description.

*User suggests we explain what boolean is to other user. (in the "How to play" section)

*User suggest we show more expression tutorial before starting the game.

*"Level Up" after scoring extra 10 points. after level up, the drop goes faster, and the expression go harder/longer.

*show "running" if in infinite loop (or just when it's still running).

Our questions:

-Do you want to save your work for the last task?

=Not really.

group member opinion: user will think that the work is automatically saved.

group member opinion: user may want to learn from what they did in this game task in the future.

-->will discuss this issue later

*****NOTE END*****