INTERVIEWEE: MEL**** (#2)

'HOW TO PLAY'
- should make it interactive
- take too long to read 'loop' description
  - doesn't understand what to do after a long reading
- we need a demo tutorial - add it to the menu
- have to give user a demo first
- what does step mean? = increment
- what is a variable? - how to demo it?
- the fields in 'print' tab are not clear - user got confused
- 'new line' field is not intuitive
- TASK: print 0-10 all even
- result: all odd
  - user went from 2-10 with step 2 with String "hello"
    result: Hello 1
    Hello 3....
  - user started again - changed
- ADD MESSAGE "MISSION COMPLETE" after task is finished
- main window is clear
- ISSUE: should we ask users if they want to save their work?

DATRIS:
- should explain what the data type terms mean
- Double "decimal"
- boolean
  - need something concrete (example?) to demonstrate the definition

when the game has started...
- what is string
- should add a help button
- user can reference it to find definition of the data type
- signs - <=, ==, >=, =?, !=
- what happens when the item is dropped into bucket? sound? flash red when wrong?
- should separate boolean - true and false buckets - separate buckets
- falling faster + harder expression - should separate them into

Bugaboo
- what is a bug? how do u identify a bug? how to fix it?
- if the user doesn't know bug, has no idea what to do
- the code is more complicated
  - user's comment: learn more from the code
- showed the "graphical" version of game
- clicked play first...
- infinite loop
  - should add "Running" to the output window
- should add a quit button somewhere

we don't have an incentive. unlocking a game... can only unlock bugaboo when reach a certain level in programming game