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