User Feedback #1

- This is a unique project with a lot of potential. I'm interested in seeing how it develops and where you take it.
- Elements, such as the card tray tabs, status window, avatars, timer, and photo card could be aligned more tightly and create clean lines and breaks between elements. Right now, the elements seem to compete with each other, which can be more distracting than informing.
- I'm not sure the orange cards and button fit well with the other colors. Maybe remove it from the game? I think yellow from the emojis is a stronger choice.
- It may be better for the avatars of other players to stand out more. I felt like they got lost in the background.
- I'm not sure the drag + drop feature is the best way to submit a caption. I think using buttons and tapping would be easier for players.

User Feedback #2

- I like how the colors match the logo.
- It would help me to see these screens inside a smartphone template and give me context.
- I don't think the tutorial should start a player as the judge. I've never played the card game before, so it confused me. I would suggest taking players through one round of the game as a player, then as a judge once they understand how to play the game. I think this will make it easier to understand the tutorial.
- I like how you pay attention to so much detail, but the tutorial ends up a bit long and wordy. I really wanted to jump into the game and start playing asap. I think most people feel this way with new games. It would be better to have a shorter tutorial and show the bare minimum players need to know to play the game. When the game is designed well, players can usually figure out a lot on their own.
- It's great that the mobile game automates some of the game mechanics. Such as when it keeps track of the score and whose turn it is. I like the little red notification with my score.
- I would like to see a navigation bar, like a home button or help button, to exit tutorial or game or find answers to questions I have about the game.
- I liked clicking through the prototype and learning about the game. I look forward to seeing your final version.

User Feedback #3

- The penguin is cute. I like my avatar.
- The tutorial's color bubbles are white and harder to see against so much white in the background. It would be easier to see in a different color.
- At first, I got a little confused when I was looking at the gray deck of cards. I tried clicking around and wasn't sure what I was supposed to do next. I figured it out later that I was looking at the judge's submissions, but the tutorial can be clearer in explaining what I'm looking at and what I should do.
- I didn't get the emoji part in the status window. How do I know the judge will know which caption I'm responding to? I like the idea of having an option to communicate with other players, but I'm not sure I would use this feature.
- I've played the card game with my friends before, it's a lot of fun. It wasn't hard for me to follow the tutorial.