

Level 2 Game (Bounce Avoid) Group Analysis

1. Play the game!
<https://cssvn.utrgv.edu/pub/bounce/>
2. While doing so, keep track of notable experiences.
 - a. The situation, what you did, what you were trying to do, how the simulation reacted, etc
 - b. How it made you feel
3. In a group of 3:
 - a. Share an experience from your play test above, and how it made you feel
 - b. As a group, discuss at least three possible changes:
 - i. Each can be mechanics, rules, or aesthetics
 - ii. Predict how the change might change that experience for the better