
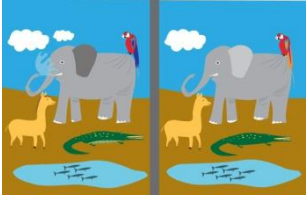

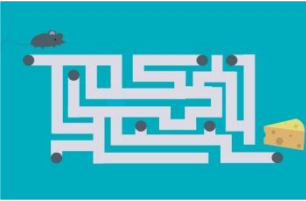


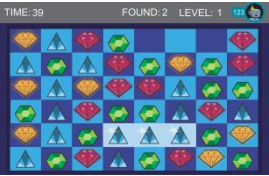



Relaxing games issues

		Games	Issues	Action	Online repository
1.		slice_the_fruits	1. At the end of the game I have a feeling it stops sometimes at 6 points, sometimes at 10 points although I think I was doing well all the time. Is this intentional?	A1-3 done 28.06.	listed in online repository with top bar
2.		spot_the_difference	1. The interface is hardly functional. BUT also OK 2. At the beginning of the game there is no play icon as it is the case in other games to the time countdown starts immediately when the window appears. Of course this is probably intentional so that child cannot cheat by idly observing. 3. the appearance of the sad face at the end of the game is not clear, the "Time-out" message do not seem's to be appropriate.	A1-3 done 28.06.	listed in online repository with top bar
3.		tools		A1-3 done 28.06.	
4.		Labyrinth		A1-3 done 28.06.	
5.		catch_the_points	1. However, towards the end of the game as the levels increase and so the number of objects to be clicked, the situation maybe grows too difficult for a child (even on PC).	A1-3 done 28.06.	listed in online repository with top bar
6.		Save the monkeys	<b>Alessandro?</b>		

7.		Diamond	Alessandro?		
8.		Memory game	<b>Alessandro?</b> 1. Not every tap tap provokes a corresponding response. 2. sounds volume is too loud.		listed in online repository with top bar

### Alessandro Lambiase 26.06

1. dimension must be 767x480  
„we changed the TERENCE format to 800x600 on the 25/05/2012.” WHAT format?
2. Originally **1280x800**
3. no avatar, no topbar
4. communication with the system