

Final Showcase:

Our final showcase for Semester 3 was a nice and organized event, where we presented our board game project to visitors. We followed a similar setup to what we did during *Night of the Nerds* earlier this semester. Just like that event, we made sure everything was ready our board game, the web app, and the digital rulebook were all prepared for people to explore.

Visitors could walk around, see our setup, and ask us questions. We started by giving them a short and clear explanation of how the game works. After that, they were free to explore the web app and rulebook on their own. If they were interested, they could also sit down and play the game with us.

Feedback from the Showcase

Some feedback we received was about phone notifications. Visitors mentioned that while using the app, they sometimes got distracted by phone alerts. While this is understandable, we believe it's something that happens in daily life and not something we can fully control. For now, we accept this as part of how people use technology today. But overall they liked the game and the structure of it and how we combined it with Web App.



Conclusion and Reflection

Overall, the final showcase was a success. Many people were curious about our game and liked how it worked and they played it. They enjoyed the mix of physical board game and digital support through the app. It was great to see our full work from the semester come together and be shared with others. We are proud of our result and the feedback helped us reflect on how the game can be used in real life.