

Summary of Review 1 – GUI Team

- **Enhanced Visual Design & Consistency in Planning Documents**
 - Mid-Fi Prototype Polishing
 - Must add design elements and color schemes
 - Standardize button styles, icons and spacing across all screens
 - Merge two quit game use cases into one
 - Incorporate notifications for forfeits and temporary bans in competitive matches
 - Include an instruction screen available before and during gameplay
 - Include visual cues for interactive elements – hover state, selected state, disable state
 - Define and implement error states -
 - Align boxes inside UI for cleaner layout
 - Use Case Description changes
 - Proper naming of actors – Player
 - More and proper use case description of Profile screen – View player profile, edit player profile
 - Use Case Diagram Changes
 - Change Actor name from Gamer to Player
 - Add more use cases after profile
 - Add a system edges in the diagram
 - Navigation flow Diagram
 - Must create a navigation flow diagram or detailed description of screen transitions

