

Test Information

Provide the required information about the test session.

Your Name	Tan Ek Hern
Peer Name	Dennys Tay
Work Reviewed	Dockyard (TDP Pt III)

Summary of Findings

Provide a minimum 100-word summary of the feedback received from your peer(s). Make sure to include both favorable and unfavorable findings.

Feedback
<p>The key indication to go to the buy menu was not clear as it blended in with the colons due to the font. For both menus, having the selector disappear behind the blacked out items is confusing. It was also a little confusing that items which are not in the player's inventory still appeared in the sell menu.</p> <p>For the buy and sell menus, the ability to select quantity would be nice. An indicator of what class the player is would also be helpful. For sections with multiple pages, having a page indicator would be helpful. Another option for better visual flow would be to have a continuous scrolling page instead of the whole page changing each time. It would also be useful to know how many of each item the player has for selling.</p> <p>The UI space was fully utilized and the layout of the visual elements is good. Item information is fully visible and conveyed quickly. The witty situational dialogue was also funny.</p> <p>The current colour scheme appears to be monochromatic so the coloured RCS pods were a little attention grabbing.</p>

Planned Revisions

Describe at least 1 revision you would make to your work based on the feedback you received. Your revision(s) should be specific and feasible to implement.

Revision	Description
1	Implement continuous scrolling for each category rather than page based changing.
2	Add a display for item quantities when buying or selling items from the player inventory.

3 Change the letters in the buy sell selection to button icons for better clarity.

4 For the sell menu, do not display items which are not in the player's inventory.

5 Add an indicator of what class the player is.
