



Interfaces e Usabilidade

3rd Stage – Prototyping & Evaluation

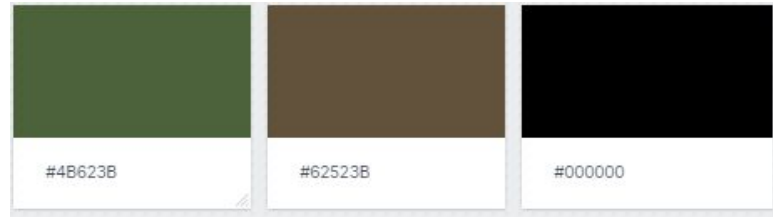
Branding

Passos:

nome e tipografia:

TACTICAL COMBAT PLANNER

palette de cores:



logo:



design guidelines:

- Design simples
- Design estruturado
- Feeling militar

Wireframes



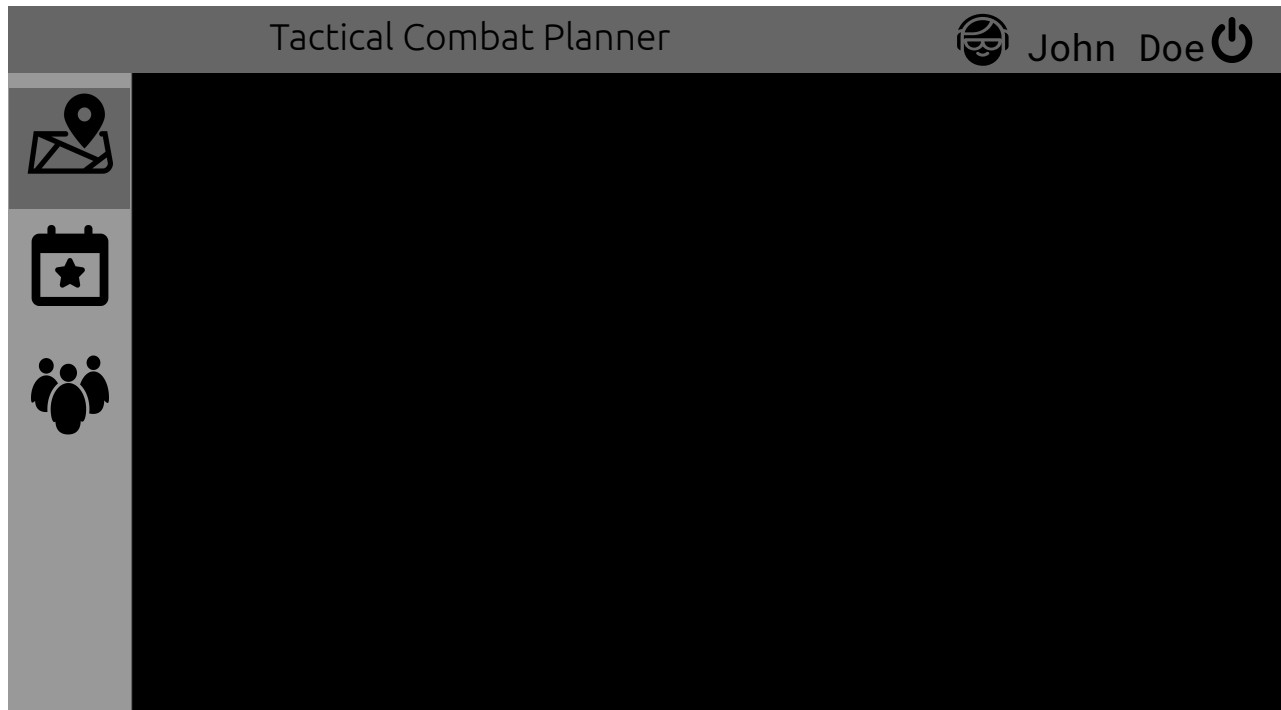
Tactical Combat
Planner

[Map](#) [Events](#) [Team](#) [About](#)

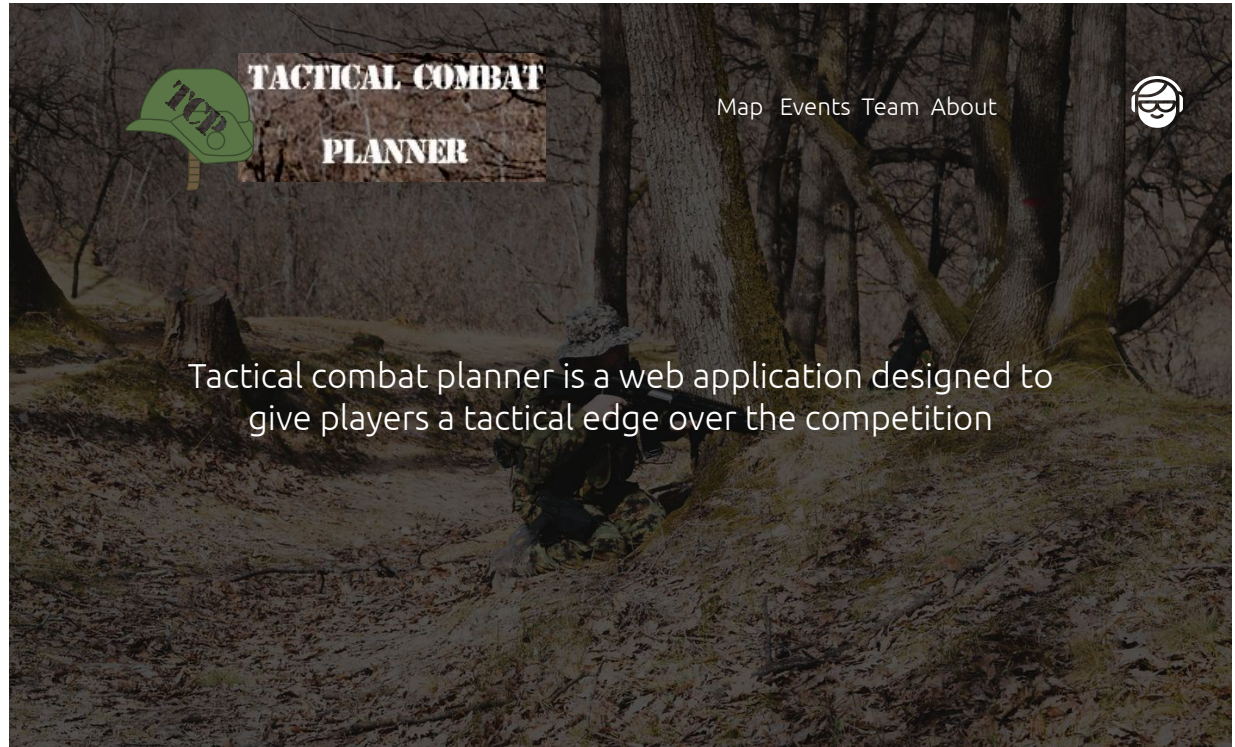


Tactical combat planner is a web application designed to
give players a tactical edge over the competition

Wireframes



Interface Design



Interface Design

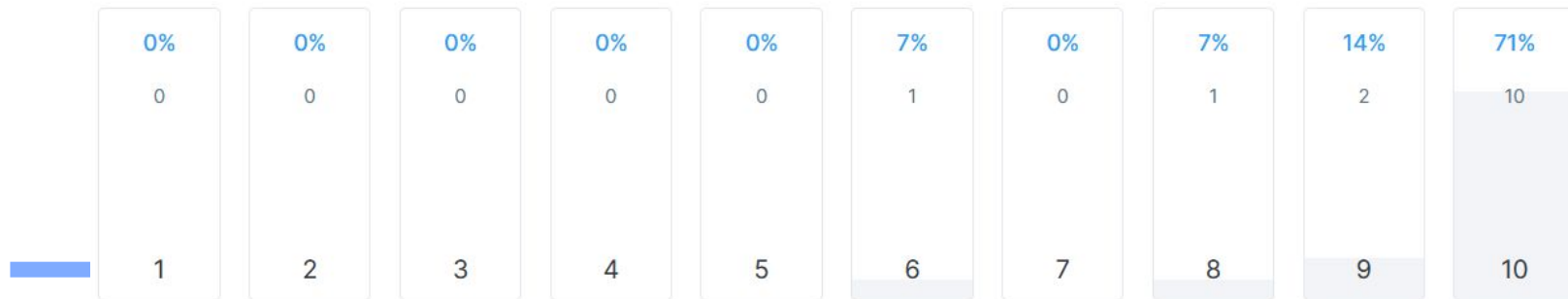


How clear and how easy is to find this functionality?

Mean: 9.4

very hard

very easy



where would you click to create a new event on the map and how clear and how easy is to find this functionality?

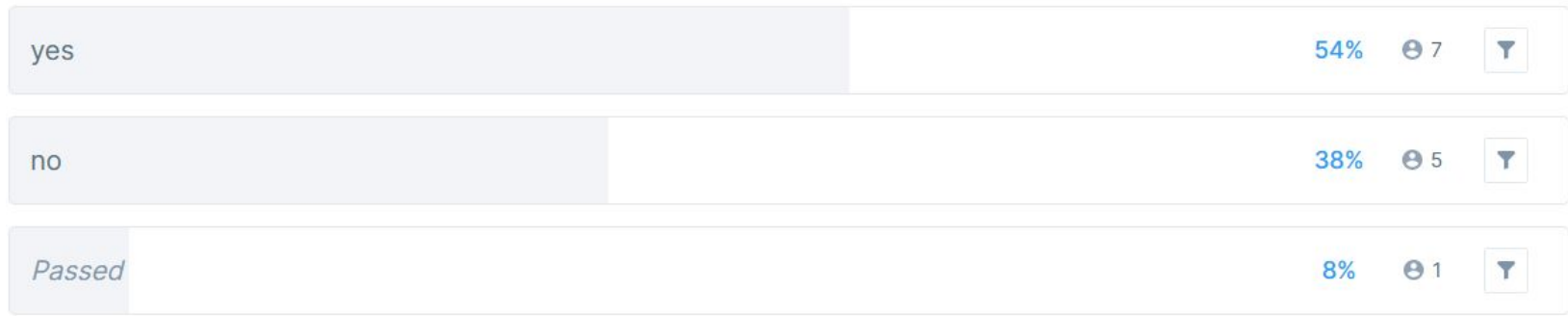
UX Evaluation





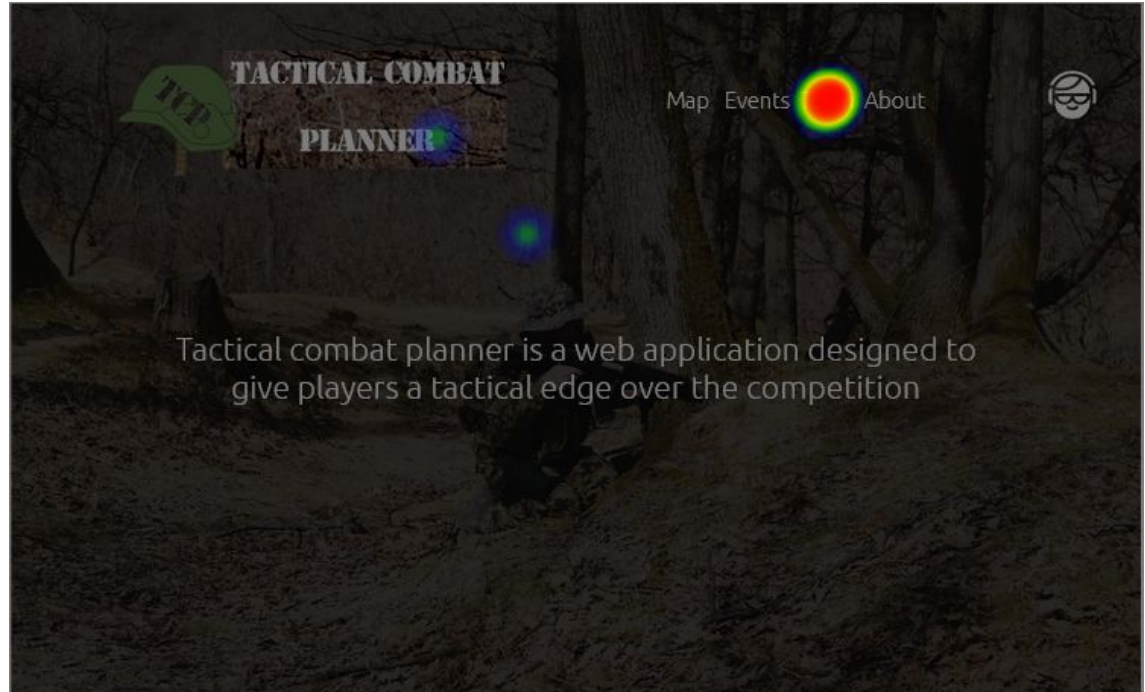
UX Evaluation





Where would you click to see the Team menu?
Is it easy to find?

UX Evaluation



Obrigado!

Jaime Ferreira – 50039473
Fernando Lamar– 50039077

jaimeferreira2000@gmail.com
fernandolamarsantos@gmail.com