

MSP 2 IMPROVEMENTS LISTS (ADDITIONAL)

“In terms of user experience, I tested the project with a few Level 3 students, and the main feedback was that they weren’t sure where to click or how to navigate the site. Try to make the key actions or navigation points more obvious to improve usability.”

UX IMPROVEMENTS:

NAVIGATION:

Navigation buttons have been enhanced so that when the mouse is hovered over them they change color (from green to olive) and increase slightly in size. This should indicate to the user that the element is interactive or actionable improving the navigation experience.



GAME INSTRUCTIONS:

Added pictures to the game instructions page making it clearer what the user should expect.

GAME RULES:

*Press the DEAL button  to shuffle the CPU and Player 1 decks.

*Click on a Player 1 card  to see if it matches the CPU card.

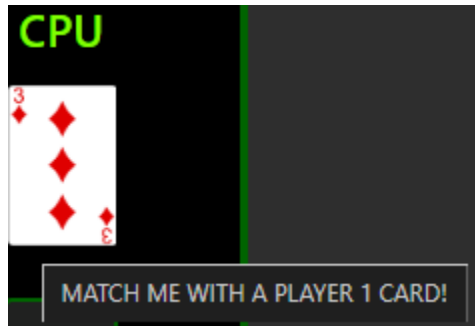
*When your Miss Points reach zero it's "Game Over".

*Press the RESET button  to reset the game to the start.

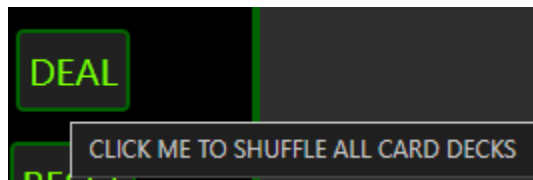
GAME PLAY ELEMENTS:

To further help the user with the gameplay experience, tooltips have been added to all the game play elements giving instructions on it's purpose.

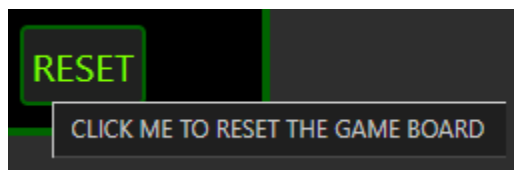
CPU Deck



The Deal Button:



The Reset Button:



Player 1 Deck



Home Page:

Increased font size on homepage.

