

Usability Features of my Solution

“Usability means making products and systems easier to use, and matching them more closely to user needs and requirements.

Usability should not be confused with 'functionality', however, as this is purely concerned with the functions and features of the product and has no bearing on whether users are able to use them or not. Increased functionality does not mean improved usability!” - <http://www.usabilitynet.org>

1. **Instructions:** This is the game’s ability to ensure that the users are aware with the control scheme, mechanics and aims of the game.
2. **User Interactions:** How the users are responding to the game. How long does it take users to accomplish a task? How are they performing these tasks? If they fail a task, how long will it take for them to recover?
3. **Control:** How does the user interact with the system? How does the system react? Is it smooth or is there a delay?
4. **Readability:** Can the user read the text on the screen?
5. **Accessibility:** What devices does the game run on? Can users with disabilities play the game?
6. **Speed:** How fast does the game run? Is there any kind lag in the system when run?