



There is a lot going on this screen.

If we take a look at the colors everything almost blends into each other.

The blue clouds make it hard to see one of the resource bars.

The map icon sort of disappears when the yellow arrows appear.

There is a trophy icon to the right of the screen but because it has a really muted color compared to the bright blue makes it difficult to see.

What I'm going to take from this is to make sure that you can see everything clearly and things don't disappear into the background.



In this main screen there is a lot of space.

You can clearly see what the different icons are supposed to do. Though I feel like the option button is a bit too dark it blends in to the background a bit too much.

I'm going to take the spacing and the color decisions from this screen, the way the icons have been laid out gives the eye time to process everything.

It is nicely spaced

