

Login Page:

Pro

- Unambiguous field for username and password
- Unambiguous option that leads to signup

Con

- Ambiguous title, while the word “monopoly” is often associated with the game, it is very commonly used in other contexts, thus the users may not be sure what they are signing up for.
- No option for password recovery

Suggested improvements

- Include an image of the mascot, which is exclusively associated with the game monopoly. This clarifies the purpose of the program without the user needing to sign in
- Include a section for password recovery.

Signup Page:

Pro

- Unambiguous field for username and password

Create Game Screen

Pro

- Unambiguous buttons for “create game,” “join”
- Unambiguous choice to read to game rule
- Unambiguous choice for changing the password

New Game Screen

Con

- Requires users to enter a port, this could be a major hindrance for users that are not proficient in technology
- Displays “local IP address,” this is also confusing for users not proficient in technology
- No backup button, which means if the user entered this screen they can no longer go back

Suggested improvements

- Instead of asking the user to assign a port, the game should simply choose one for the user. The choice of a port is overly technical and unnecessary.

- Instead of displaying the IP address, randomly generate a “game session ID” to display to the user. This is way more user friendly and easy to understand for the average player
- Implement a go back button that goes back to the main screen

Join Screen

Pro

- Clear statement of the account being used.

Con

- Requires the players joining the game to enter the IP address and port of the host. Similar to above, this is confusing to the general audience. It also involves security concerns.
- No backup button, which means if the user entered this screen they can no longer go back

Suggested Improvements

- Similar to the above, assign the host a game session ID that other players can use to join a game. Display a “enter session id to join” section instead.
- Implement a go back button that goes back to the main screen

Game screen

Pro

- Clear display of players in the game.
- Clear display of the player's name
- Clear display of the player's current balance
- Clear display of the estates the player owns
- Clear option to send requests to other players
- Clear display of important functions of the game such as toss dice, buy a house, sell a house, mortgage, unmortgage
- Clear option to quit

Con

- No option to open up the game rules during the game. In order to access the rules, the player would have to exit the game session. Why this would be problematic is self-evident.
- Location of the pieces is gray, and easy to blend into the environment. It is hard to tell where each player is.
- All players have the same representation on the board and no clear distinction between this. This is confusing because players will not know which piece is theirs.

Suggested Improvements

- Include a toggle for game rule that will display the game rule in a separate window.
- Implement different colors for multiple players. Each player have different color pieces.