FINAL ISSUES TABLE

Issue No	Description of issue	Changes made	Severity of issue (out of 4)
1.	Covid questionnaire provided poor grouping that was confusing and not aesthetically appealing.	Iterated on the design of the backdrop components and applied design throughout the page.	3
2.	Covid questionnaire was initially confusing for users to use.	Added a work example by showing a video of how to use the application in a modal popup.	2
3.	Covid laws page was cluttered and caused users to have a hard time processing all the information on the page.	Removed redundant text that was covered in the video/map and reworked map component.	3
4.	Difficult to see player coins and no feedback for buying items	Changed design to improve split attention effect improve visibility of the user's coins and added feedback to 'buy' button	3
5.	Cognitive Overload when Images are presented to the user. Additionally the grouping of the images it difficult for users vision impairments to grasp the content	Introduced voice over, using modality reduced the cognitive load	2
6.	Users Didn't understand how to play some of the games	Introduced Instructions and Goals in the Pause Menu	3
7.	Notification was difficult to read due to poor grouping.	Reworked design to provide better indication of the severity of notification and grouping of information.	2

NB: THE ISSUE NUMBER IS ON THE AFTER PHOTO IN RED

1. Covid questionnaire provided poor grouping that was confusing and not aesthetically appealing.

Before

After

2. Covid questionnaire was initially confusing for users.

Before

After

3. Covid laws page was cluttered and caused users to have a hard time processing all the information on the page.
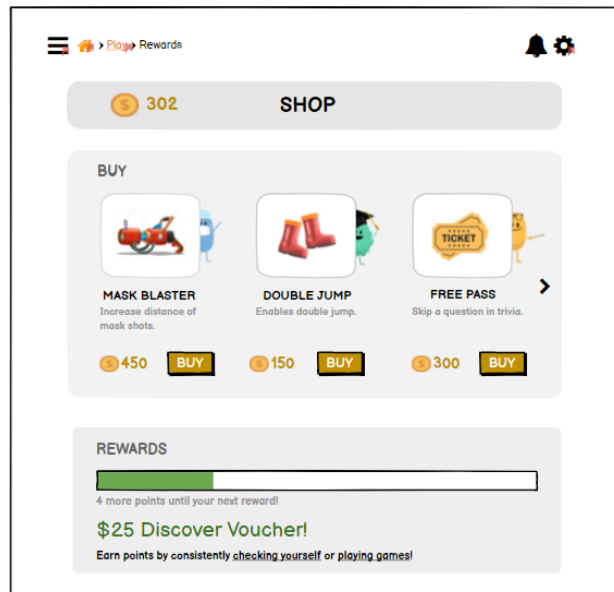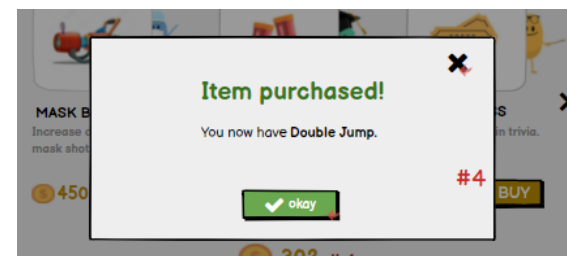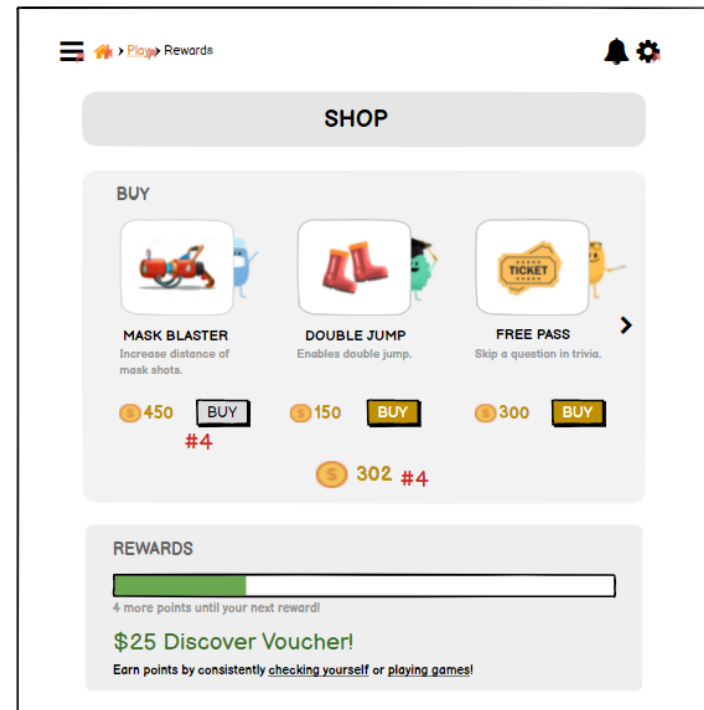
Before
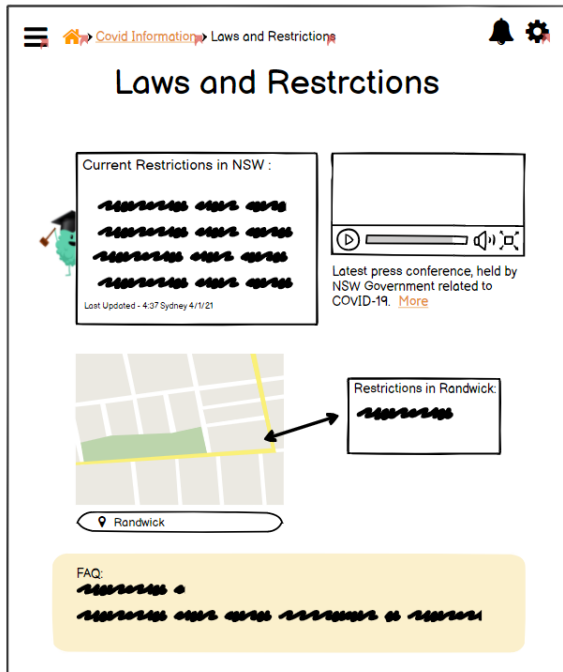
After
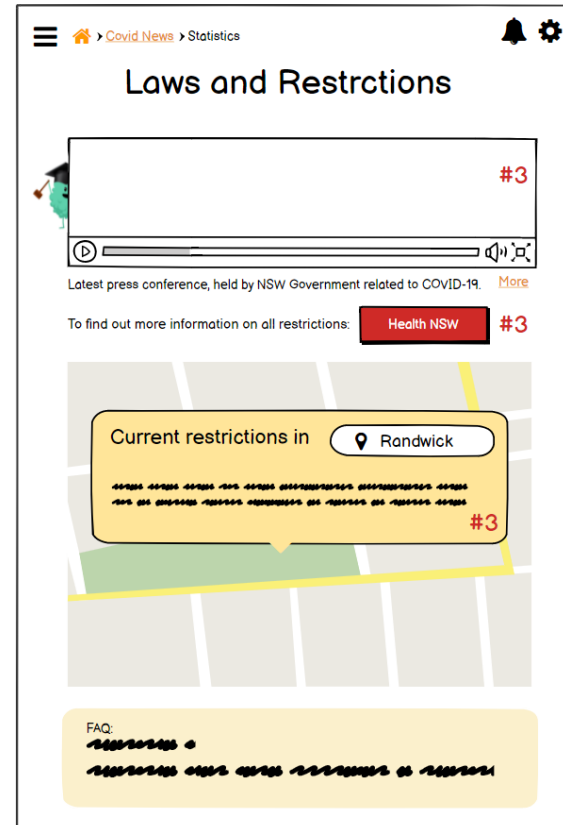
4. Difficult to see player coins and no feedback for buying items
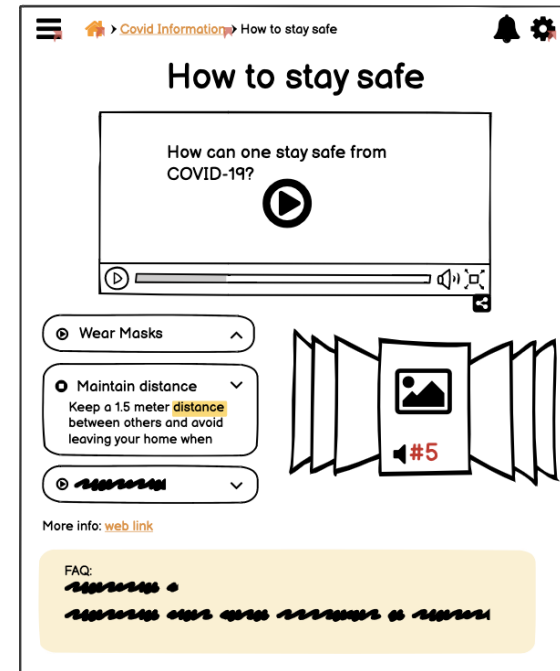
Before

After

5. Cognitive Overload when Images are presented to the user. Additionally the grouping of the images it difficult for users vision impairments to grasp the content.
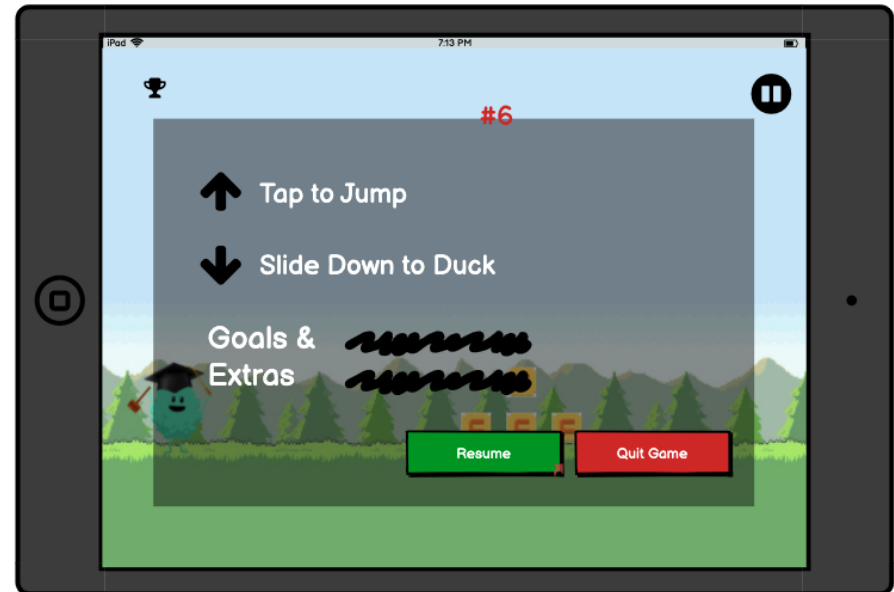
Before

After

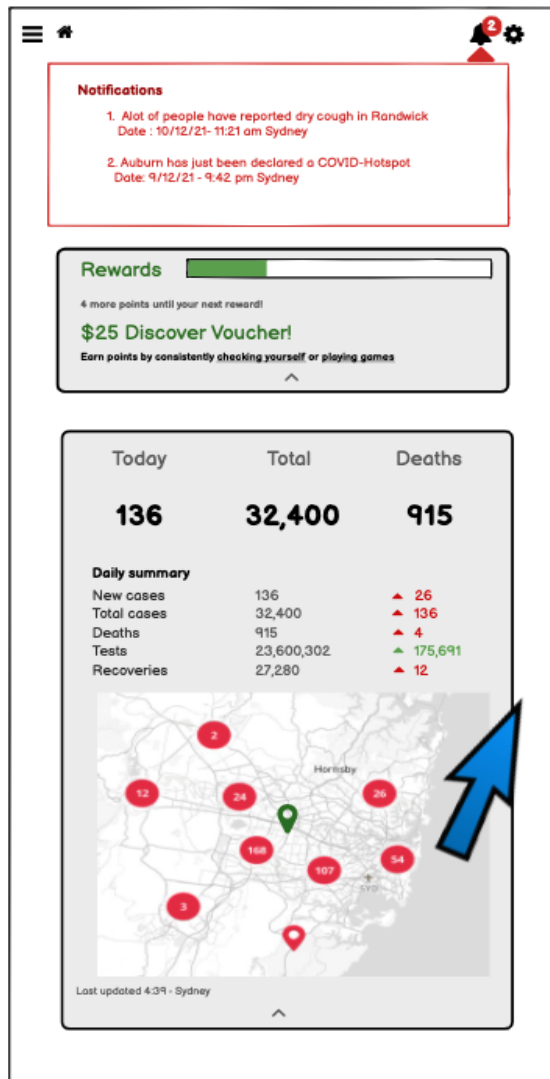## 6. Users Didn't understand how to play some of the games

Before

After

7. Notification was difficult to read due to poor grouping.

Before

After