**Evaluator: Yaxiong Liu**

**Visibility of system status**

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

Rating Scale: 1-poor 2-average 3-good

Overall Rate: 2-average

Welcome Screen 2-average: Welcome screen has a good prompt for user to find where to start a new game, load a game or go to setting. However, welcome screen should also show a title which tells user what game they are playing. The screen before welcome screen and the input of user’s name is unnecessary and may confuse users.

Start new game screen 1-poor: Important information should be easy to find. Player’s name input field is not so obvious.

Current planet screen 3-good: “Travel” may be a better word rather than “fly into space”. “Fly into space” does not indicate the purpose which is going to another planet.

Market Place 3-good: Overall, market place looks good.

Ship yard 3-good: Ship yard should tell user the left side is buying a new ship and right side is upgrading the current ship. It is a little unclear if it is user’s first time playing this game.

Universe travel screen 2-average: It should indicate the current planet. Also, target planet is changed even if user click somewhere near a planet.

Travelling screens 3-good: Encounter implement is good. However, there are too many new dialogs popped-up when fighting with other ships.

Save game 1-poor: Same game should tell user whether the saving is successful or not.

**Match between system and the real world**

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

Rating Scale: 1-poor 2-average 3-good

Overall Rate: 3-good

Welcome Screen 3-good: Three buttons are all named base on its function.

Start new game screen 3-good: Prompting user to input name and allocate skill points.

Current planet screen 3-good: Each button and label is named based on its function. However, refuel and repair should be in shipyard or somewhere. It seems user refuel and repair by themselves which does not make sense in real world.

Market Place 3-good: For price, it is better to use some currency symbols.

Ship yard 3-good: Everything in shipyard is understandable.

Universe travel screen 3-good: Since the planets are generated randomly, sometimes all planets are so far. User cannot travel to any planet, even though the game is just started.

Travelling screens 3-good: When fighting with other ship, even though pop-up dialog says player has been attacked, the HP does not change.

**User control and freedom**

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

Rating Scale: 1-poor 2-average 3-good

Rate: 3-good

Start new game screen 3-good: Skill points allocation can be operated freely.

Market Place 3-good: User is able to cancel purchase/sell when entering buying/selling amount

Ship yard 2-average: Confirmation is needed for buying new ship and upgrading.

Universe travel screen 2-average: Confirmation is needed before travelling

Travelling screens 3-good: Police bribe is able to be cancelled. Surrender needs a confirmation.

Save game 1-poor: Save game needs a confirmation when the save data is over written.