

se-05-team-15 Report

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A lot of modifications were made to the UI in accordance to the Pressman's Golden Rules.

1 Place user in control

- The name of the team members were changed to a smaller size and in takes less space.
- The information related to inventory, pencil price and public demand were placed in the same area.
- The buttons that involve the APM machine and all the information related to it were placed under the bank balance.
- The debugging tools were placed in one specific area.
- The save button was made bigger.
- Error screens were added.

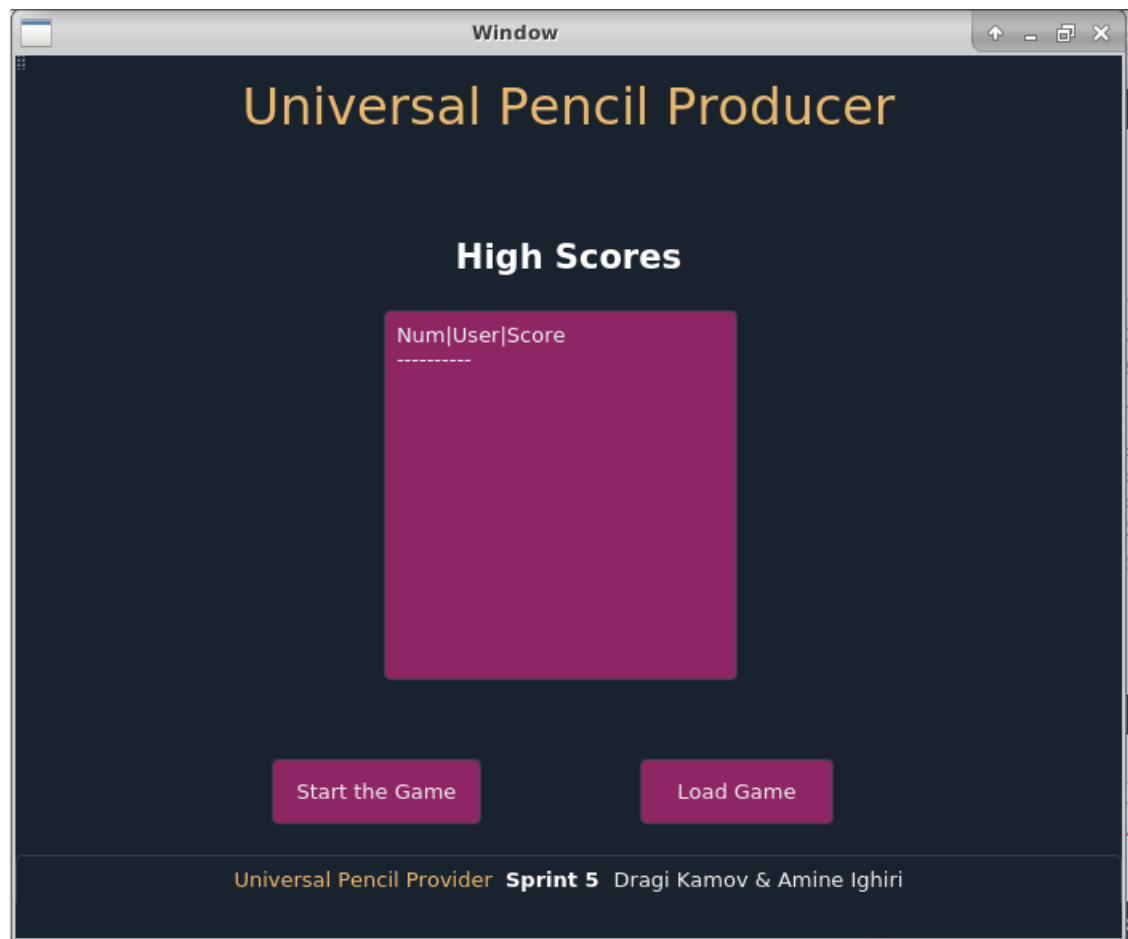
2 Reduce user's memory load

- The prices were placed right under or on top of the purchasing buttons.

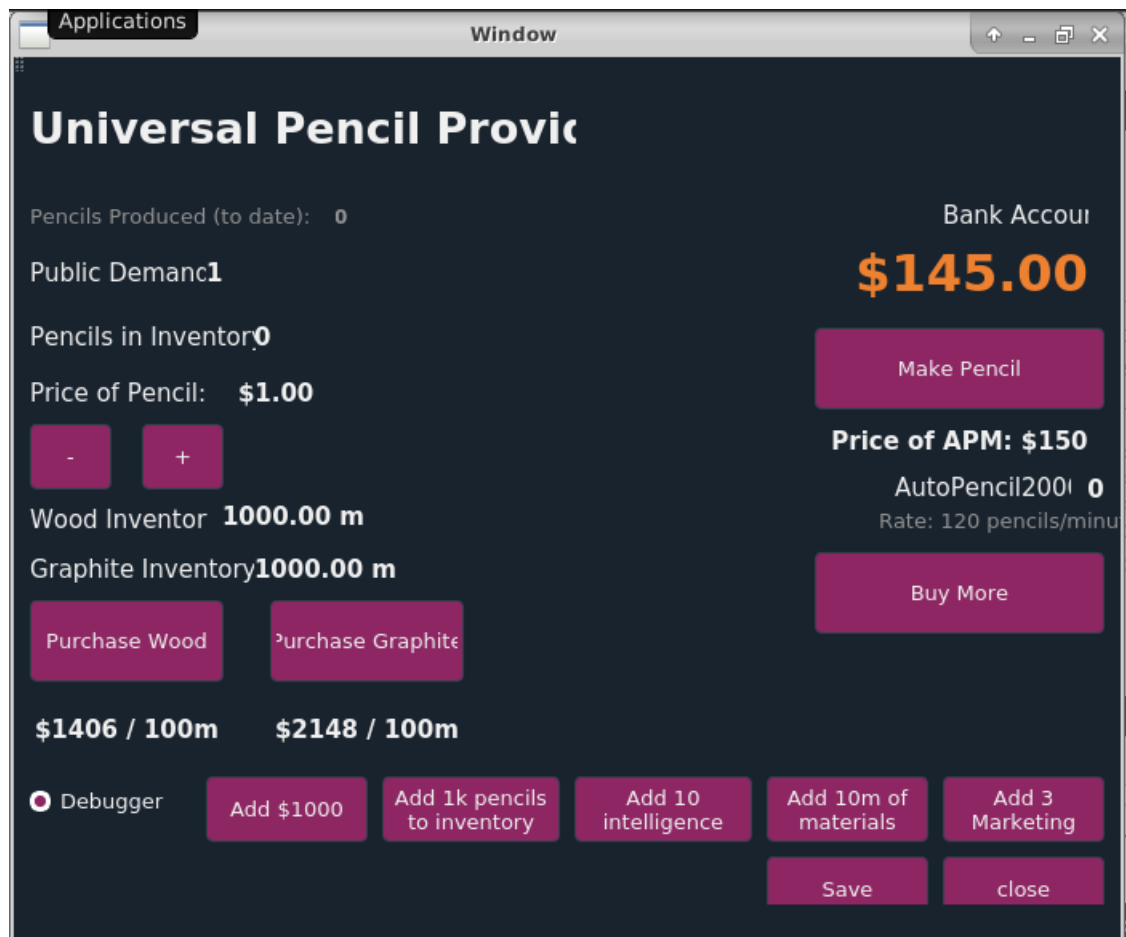
- Every button was labeled to avoid confusion.

3 Make interface consistent

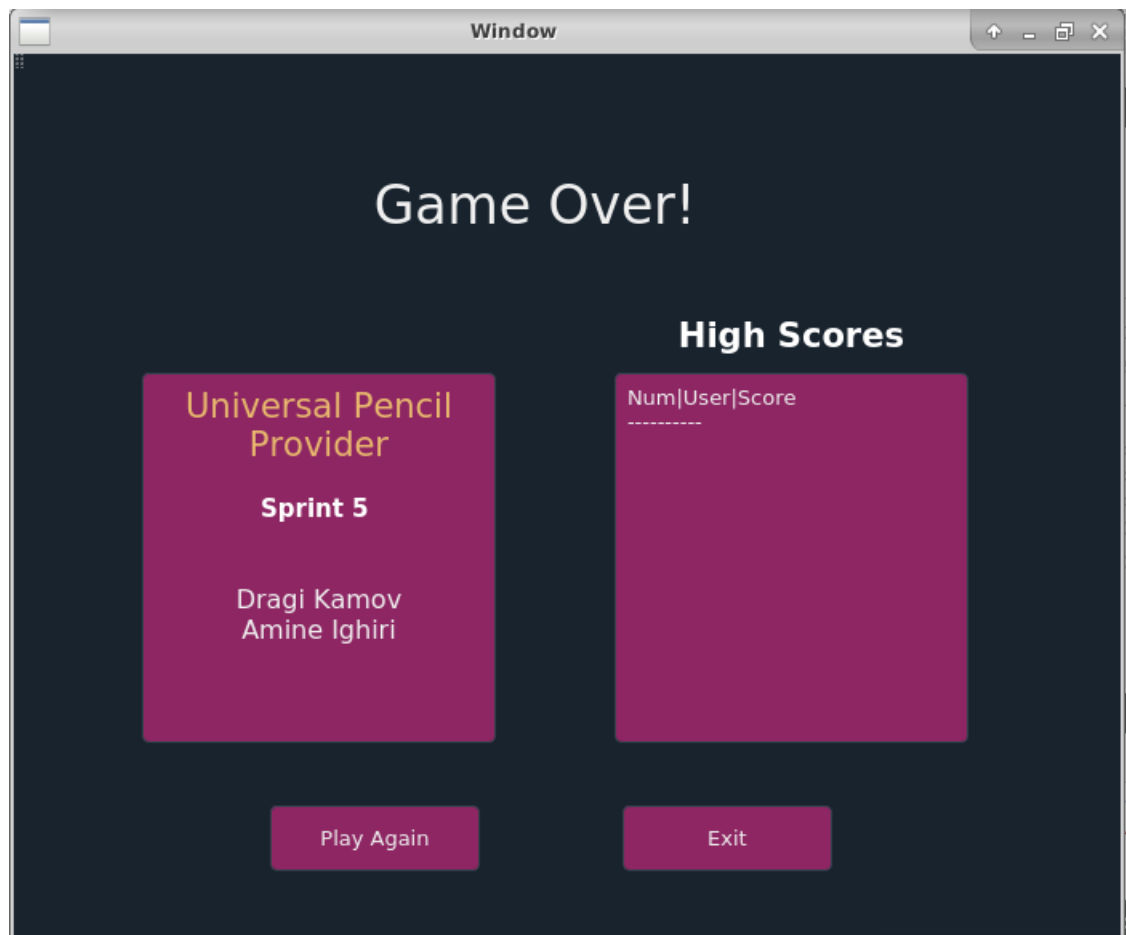
- The game over screen was made more consistent with the welcome screen.
- The buttons and labels were placed in the same area to avoid confusion.



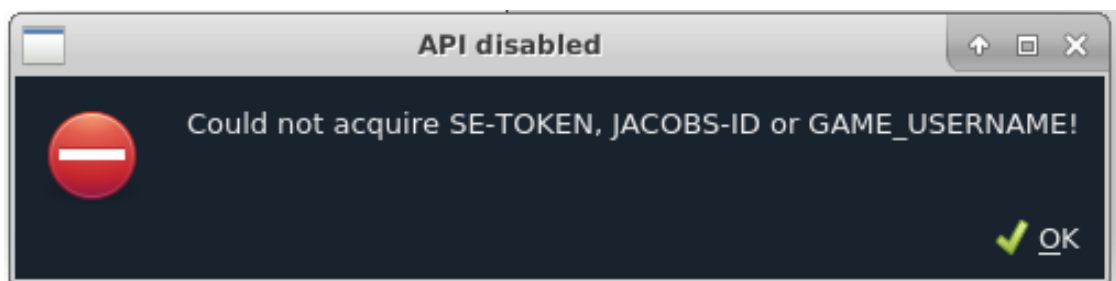
Welcome screen



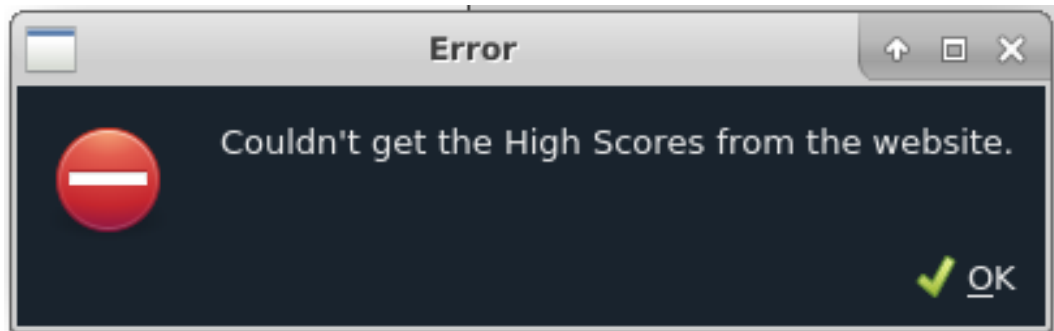
Gameplay screen



Gameover screen



First error screen



Second error screen