# Nova Priority Guide

1 – Cosmetic issue.

2 – Human machine interface issue makes program difficult to use or requires work around (playable but slightly annoying). Minor Stars! fidelity issues for minor features or quirks (e.g. design slot firing order).

3 – Desirable feature not implemented/broken or working incorrectly (playable but may be annoying, acceptable for a Beta version). Potential exploit, ugly or overly complicated design/implementation. Moderate Stars! fidelity issues (item costs, race costs).

4 – Important feature not implemented/broken or working incorrectly (limited playability). Exploit or breaks design principles. Cross platform or compatibility issues. Significant Stars! fidelity issues (e.g. order of major turn stages).

5 – Core feature not implemented/broken or working incorrectly (unplayable/can’t test unrelated features).

6 – Program crashes but problem can be avoided.

7 – Program crashes with no warning / work around

8 – Program fails to run/start

9 – Program fails to compile.