# Nova Priority Guide

1 – Cosmetic issue.

2 – Human machine interface issue makes program difficult to use or requires work around (playable but slightly annoying).

3 – Desirable feature not implemented/broken or working incorrectly (playable but annoying, acceptable for a Beta version).

4 – Important feature not implemented/broken or working incorrectly (limited playability).

5 – Core feature not implemented/broken or working incorrectly (unplayable).

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.