

Interface	Issue	Heuristic(s)	Frequency 0 (rare) to 4 (common)	Impact 0 (easy) to difficult (4)	Persistence 0 (once) to 4 (repeated)	Severity = Sum Total of F+I+P /3
8	All shapes, no interesting design choices.	Aesthetic	4	2	2	8 / 3
9	Game doesn't end.	Error	4	4	4	12 / 3
9	Have to manually restart game.	Error	2	2	0	4 / 3
1	No visible score counter.	Visibility	2	2	2	6 / 3
3	Can't pause.	User control	4	4	4	12 / 3
1	No game over screen	Visibility	1	4	2	7 / 3
8	Character movements are plain	Aesthetic	4	0	2	6 / 3