

The usability bugs we find using these criteria will be rated on the following scale:

- 0 – I don't agree that this is a usability problem at all
- 1 – Cosmetic problem only, only fix if extra time available
- 2 – Minor problem, fixing is given low priority
- 3 – Major problem, important to fix, give high priority
- 4 – Catastrophe, imperative to fix this before product released.

#### Jessica's Notes

- 1 / 2 - Opening screen is very blank, no title of the game
- 3 - No player information - whose turn, their money, resources, score, etc. Only way to know whose turn it is is by purchasing a piece of land
- 4 - Nothing happens when I click anything in the town- except when I click pub and then it says that I just gambled, don't know how much money I received and there was no prompt
- 2 / 3 - Need to scroll to the bottom of the update terminal to see the most recent information, that's the only notification to know what's going on
- 4 - Sometimes just doesn't change turns after gambling
- 4 - Can't enter the store/ buy anything from it - couldn't test anything about mules
- 1 - No way to sell land, or the design just didn't make it obvious

#### Chris's Notes

- 3 - Someone without previous knowledge of how to play the game would be lost
- 1 - No grid on the map
- 4 - Don't know whether or not I'm in land selection phase - also no mention of land grants
- 1 - The color that the land is changed to when it is purchased by a player isn't quite the player's color - seems diluted
- 3 - No way to buy land unless you wait out the whole time
- 3 - Haven't seen any random events

#### Abby's Notes

- 1 - Weird that there is a number scale for the players, seems like you can have half a player
- 1 - The player is not told the difference between the map types
- 4 - Don't know whose turn it is, the name isn't highlighted
- 3 - Clicking the town resulted in a passed turn? Then clicking on another plot of land brought it to town.
- 3 - Not sure how to recreate passing a turn, there's no button
- 3 - No random events
- 4 - Nothing happens when I click town locations except pub which gambles

- 3 - No feedback when gamble, no warning about being about to gamble, player would not know
- 2 - Have to scroll to get newest info update

#### Kaley's Notes

- 1 - There is no option to not save the game, it seems like every game must be given a name to save it by - seems weird
- 3- Doesn't mention land selection phase or anything about land grants, or money/ purchasing land, no instructions
- 3 - Only way I know whose turn it is, is by purchasing land, doesn't tell me how much land costs either
- 3 - Can't find any information on the players in terms of resources
- 4 - Can't enter store
- 3 - Can't find a back button to go back to the main map out of the town

#### Carlos's Notes

- 2 - The name of the game, M.U.L.E., is not shown on the opening screen
- 4 - There is no distinct grid on the map that allows recognition of the land, must hover over each plot to show where each piece of land starts and ends
- 4 - Does not indicate when a player's turn starts or ends
- 2 - After playing for a while, I haven't seen any random events occur to any of the players
- 4 - Can't enter any of the town locations

#### Overall Notes (Important Bugs)

- 4 - Nothing happens when I click town locations except pub which gambles
- 4 - Don't know whose turn it is, the name isn't highlighted
- 4 - Can't enter town locations
- 4 - Sometimes just doesn't change turns after gambling
- 4 - Can't find a back button to go back to the main map out of the town
- 4 - Doesn't mention land selection phase or anything about land grants, or money/ purchasing land, no instructions

Overall we thought the game had very strong visuals and the setup was very easy to understand. However, there were parts that made playing the game very difficult. . After debriefing with our team, we filtered out small bugs like the complaint against having a sliding bar for players and that the opening screen was blank and didn't have a title. The top three bugs we identified were that there was no way to know whose turn it was, there was difficulty with navigation, and some of the functions didn't work.