

Heuristic Evaluation of Team 40

Cusuh Ham

Start Screen

- Screen is smaller than rest of game screens and can be freely resized to have extra bordering whitespace. (*Severity: 2*)
- Buttons are slightly off-centered. (*Severity: 1*)

Player Configuration Screen

- Uses sound cues instead of visual cues for letting the user know he/she can't perform some action, such as allocating too few or too many skill points. (*Severity: 3*)
- Can't read "Pilot" text very well. (*Severity: 1*)

Planet Screens

- The labels indicating the amount of "FUNDS" and "FUEL" are a little too close together. (*Severity: 1*)
- User isn't told how much/the price of fuel bought when refueling. (*Severity: 1*)

Marketplace Screens

- Labels on left-hand side overlaps ("narcotics" and "robots" are missing) and is verbose (e.g. "You have..."). (*Severity: 2*)
- There is no whitespace to right of Return button. (*Severity: 1*)
- "Water" and "Ore" are the only goods bolded although the boldness does not seem to have any significance. (*Severity: 1*)

Solar System Screens

- Must click on the planet name label rather than the planet image (or both). (*Severity: 1*)

Shipyards Screens

- Grid doesn't have enough spacing (information overlaps gridlines). (*Severity: 1*)
- Does not inform the user what happens to the old ship's cargo when buying new ship. (*Severity: 2*)

Shipyards Upgrade Screens

- "Shield" is misspelled. (*Severity: 1*)
- User can't go from upgrade screen back to shipyard. (*Severity: 1*)

Encounter Screens

- User is able to continue game even after ship is destroyed. *(Severity: 3)*
- Damage done/taken is not shown (must go to information screen after encounter to check). *(Severity: 3)*

Information Tab

- Ship information grid does not have enough spacing. *(Severity: 1)*

Saving Tab

- There's no confirmation message for saving a game. *(Severity: 2)*

Moon

- User is taken to a blank screen after buying the moon. *(Severity: 3)*