

## **Team 40 UI Evaluation**

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### **Start Screen**

- Buttons are half-opaque, and look dysfunctional (Severity: 1).
- Buttons aren't centered (Severity 1).

### **Player Config Screen**

- Can make player without name, not clear if default is used instead (Severity 2).
- Reliance on sound for modifying skills makes problems unclear (Severity 3).
- Can't read "pilot" text (Severity 2).

### **Planet Screens**

- Funds and Fuel are unreadable, need to be separated (Severity 4).

### **Marketplace**

- Way too much text on screen, makes it confusing (Severity 2).
- With my screen resolution, narcotics and robots are completely missing from the upper text box. I saw in the demo in class that this isn't a problem on your computer, but it should be compatible on different screen sizes. (Severity 3).

### **Planet Screen**

- Planet names are confusing (Severity 1).

### **Shipyard**

- Buying a ship automatically takes you to upgrade screen, and it doesn't show that I upgraded the ship anywhere (Severity 3).

### **Shipyard Upgrade**

- No way to sell ship upgrades (Severity 1).
- No way to go from the upgrade screen to the ship screen (Severity 3).

### **Pirate Encounter**

- The ship was destroyed, but nothing happened, very confusing in gameplay (Severity 3).

### **Information Tab**

- Neither "Inventory" or "Ship" work consistently (Severity 3).

### **Saving Tab**

- No confirmation for saving makes me question if it actually worked (Severity 1).