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Heuristic Evaluation of Team 40's "Space Traders" game

Issues

- All Screens
    - Screen size
        - Description: Size of screen can be changed at the user's will, which can cause the screen to have large amounts of useless whitespace, or screen can be too small to show the whole game
        - Severity: 1
    - Sound
        - Description: Much of the game relies on sound to tell the user that an action cannot be carried out. If sound is muted on a user's system, there is no way to tell that an action cannot be carried out unless the user realizes that he/she cannot by chance
        - Severity: 3
- Intro Screen
    - Button Opacity
        - Description: Buttons on the intro screen are too transparent. On first instinct, I believed that they were transparent because they were not currently "clickable" options, but this was not the case.
        - Severity: 1
- Configuration Screen
    - Default Name
        - Description: It is unclear if "Trader" is the default name that is set if the player does not input a name.
        - Severity: 1
    - "Done" and "Cancel" Buttons
        - Description: The done and cancel buttons on the screen are misaligned with the stack of "+" and "-" buttons on the screen, which make the screen look somewhat ugly
        - Severity: 1
- Planet Screen
    - Information Menu
        - Description: It is not clear that the information tab on the top left of the screen is information regarding the player, and his/her ship.
        - Severity: 1
    - Ship Inventory

- Description: Inventory layout for the ship seems cluttered, and the spacing is wrong causing the text to sometimes hit edges of the table
- Severity: 1
- Market Screen
  - Buy Screen
    - Description: Screen is extremely cluttered, making it difficult to read, and keep track of what you are doing
    - Severity: 2
  - Water and Ore
    - Description: Text for "Water" and "Ore" are bolded on the screen for unknown reason. Are these imperative for the game somehow? Unclear to the player if they are
    - Severity: 1
  - Funds
    - Description: Funds are updated as user adds items to their "cart", which is before they have actually purchased the item. They should be updated after the purchase, or their should be two fund fields: one showing your funds currently, and one showing what they will be after purchase.
    - Severity: 1
- Solar System Screen
  - Entering Planets
    - Description: Clicking on the label for the planet to enter isn't intuitive, most users will try to click on the planet's icon for a while before realizing the label is actually a button that lets them enter.
    - Severity: 1
- Universe Screen
  - Entering Solar Systems
    - Description: Exact same issue as mentioned in Solar System Screen, entering Solar System through button isn't intuitive
    - Severity: 1
- Shipyard Screen
  - Organization
    - Description: Screen as a whole is very cluttered and difficult to read
    - Severity: 1
- Upgrade Screen

- o Spelling
  - ▪ Description: "Shield" is spelled incorrectly
  - ▪ Severity: 1
- Encounter Screen
  - o Damage
    - ▪ Description: Amount of damage to ship is not shown during the encounter, user must go to information screen to see that
    - ▪ Severity: 1
  - o Ship Destroyed
    - ▪ Description: In certain instances, a user's ship is destroyed, and they are left on a planet without a shipyard. Even in this instance, a user can still travel although the ship's health is 0
    - ▪ Severity: 3