

Heuristic Evaluation of Team 40's SpaceTraders

Resizing

- Start screen can be resized, leaving lots of whitespace around it. Severity: 2
- Other screens can be resized, leaving the user interface completely unusable. Severity: 4 (use the windows + arrow key)

Configuration Screen

- "Pilot" text can be a little hard to read on the sunset background. Severity: 1
- Done/Cancel buttons could be aligned with the +/- buttons. Severity: 0
- No user feedback that all points must be allocated to begin game. Severity: 3.

Planet Screen

- Information tab on planet screen is vague; doesn't indicate that the tab holds player status info. Severity: 3

Market Screen

- Buy screen feels cluttered; funds label gets lost in middle and is hard to find. Severity: 2
- Water and ore are bolded for unknown reason. Severity: 1
- Funds updates on selection of items, not on buy/sell. Can be confusing regarding when items are actually purchased. Severity: 2.

Solar System Screen

- Feels unintuitive to click on the planet names rather than the planet image. Severity: 2.

Universe Screen

- Same issue as above. Severity: 2

Encounter Screen

- Red text on black background can be difficult to read. Severity: 1
- Actual information about ship damage, etc. is hidden from user until arriving at planet and clicking on info. Severity: 3

Shipyards Screen

- Tabular information feels cluttered; no spacing between cell borders and text. Severity: 1.
- Buy buttons aren't disabled if funds are insufficient. Severity: 0.
- Confused regarding placement of "buy fuel" features in marketplace and shipyard; different mode of buying for each location. Severity: 2.

Upgrade Screen

- Shield is spelled incorrectly. Severity: 1.