

Issue	Description	User Severity	Our Severity	Our Response	Will be incorporated?
Can't see friend's or game's names after adding them	You can't see the friend's name after they have been added. Display picture of the friend helps but a lot of times people don't put their own pictures. This could be a problem if you have added a lot of people and then would like to remove someone. Similarly, you can't see the name of the games after they have been added. This could be a problem if you want to remove a game but don't remember what the icon looks like. Adding name of the friend and name of the game under their respective icons would help.	Major	Major	We will incorporate this feature and add the names below the user/game avatar	Yes
No initial order of friends and games list	But there is no order of appearance in list of friends and list of games. It is okay if the list is small but for a large list, it would be cumbersome for the user to go through all the names of friends/games to add them. Alphabetical order of appearance would be good for both lists.	Minor	Minor	We will incorporate this feature and sort the names/games in alphabetical order	Yes
Clicking on game icon/name doesn't do anything	Clicking on the game icon or name doesn't do anything. It would be nice to show game details by clicking on the name or icon of the game instead of having a separate information icon.	Cosmetic	Minor	Will add ability to click on any part of the game entry to bring up information. The reason we decided not to implement it initially is that we wanted to keep both the filters game list and the voting selection list consistent with functionality. If we implemented the ability to click a filter game entry to bring up info we would probably instead want clicking the entry in the voting screen select that game to vote for. Having different functionality with similar elements of two different screens felt like we were creating an inconsistency in functionality. We decided to change it because user expectation would be that clicking anywhere on the entry would perform the "primary" action in a mobile app to reduce the need for precise clicking.	Yes
"Voting not in progress" error overlays useful stuff and is annoying	The "You cannot vote when voting is not in progress" is annoying. Should slide at the top of the screen under the header and above the grids (should not cover content seen). The warning could be colored red as an indicator. Aesthetic and minimalist design User control and freedom	Minor	Minor	The purpose of a toast is to alert the user, so it is expected to float over the content and hinder user's view temporarily for the user to notice the alert message. We would reduce the toast notification time duration for shorter messages from 4 seconds to 2 seconds.	Yes
No way to see own username	How do I know what my username is? There is no way to find my username.	Major	Minor	Implementing logins and sessions is out of scope for this course. But, we can fake it to indicate that patty1234 is logged in on the Home page by showing her picture in a circle at top right.	Yes
Can only start voting in filters icon, feels unintuitive	On the home page, in order to start voting on a room, we have to click on filter icon which is not that intuitive.	Minor	Minor	We discussed two potential solutions: either allowing the party host to begin voting from the home screen by pressing on the voting button or modifying our toast notification to direct the user to the filter games page where they could initiate voting process. We decided against allowing voting from the home screen because it would be based on the filtered game list and having to notify them via popup or redirecting them would require a lot of explanation to the user to clarify. Simply redirecting to the filters menu also was dismissed as adding functionality to a "greyed" button would break consistency and require notification to the user as to what is happening. In the end we elected to update the toast notification message to notify as to where to initiate the voting process.	Yes
Game title formatting	Some Game titles are covered by the navigation bar. Eg.: the game "Clue Master Detective"	Major	Cosmetic	Will resize game name size to accomodate longer game titles, using "viewport width" to adjust font size for longer titles.	Yes
Lack of color	There is no color on the application home screen. It is solely black and white. The buttons could be changed to indicate their functionality and an overall color theme added to the application.	Cosmetic	Cosmetic	Will maybe implement more colors, but very low priority.	Yes

<b>Add home button to "create a room" page</b>	Add a home button instead of back button on the "Create Room" functionality screens. The browser provides a back button and therefore a user has to go back several times to home with the current implementation. In addition, this change would require separate URLs for each of the "Create Room" functionality pages.	Major	Minor	We elected to not implement a home button on the "create room" page, since the "submit" button goes to the home page. Since changes are automatically saved each time there is no difference between going back all the way and just going home. Also, we didn't want to break the 3-step process of creating and configuring the room by putting home button in intermediate steps to avoid distraction.	No
<b>Can't delete previously created rooms</b>	On the home page, I think there should be a way to delete previously created rooms and maybe sort the rooms on date and time.	Minor	Minor	We deliberately did not provide the delete room functionality as it was going to be tested by multiple users and we did not want anyone of them deleting rooms created by other testers. This would be a feature implemented if there are user logins and sessions which we feel is out of scope for our tasks.	No
<b>Vote icon unintuitive</b>	On the home page, the room card has a vote icon, I think the vote icon is not intuitive and maybe there should be a tooltip explaining what it does.	Minor	Minor	The icon is the real-world resemblance to ballot voting. We don't think a tooltip is an ideal solution as it is of just one-time use and would take the space permanently. A potential solution is to have a wizard at start-up, which is out of scope for this course. Other users remarked that the icons "are self-explanatory". We did some brainstorming on alternative voting icons but did not come up with a reasonable alternative.	No
<b>Homepage is not self descriptive</b>	The homepage is not self-descriptive. A user wouldn't know what the application is for and its utility are if they weren't told beforehand. A small text on the top or bottom telling the user about the application would help.	Minor	Minor	In a full release we would definitely want to introduce the user to the full functionality, maybe with a required run through the structure or with a help button that goes over the features.	No
<b>Add filter feature to adding games</b>	On filter game, I really loved the filter feature with all the categories. Saves a lot of user's time to search a game to vote. Maybe you guys would like to add this in add game window too. Filter about the number of players might be a helpful feature when adding a game to the room	Suggestion	Suggestion	The user is expected to add games that he/she has and having filters in that page is not required as the user already has the game and hence knows its name and can add it by typing it in.	No
<b>Next and Search textbox should have a consistent style</b>	In add games and add friends I think the next button should be consistent with Search textbox. It should have some margin and border-radius.	Minor	Cosmetic	Search is a text box and Next is a button. They have different styling because they have different purposes. Also, Next button is like a floating fixed at bottom submit button and is deliberately given the full block style.	No
<b>Bottom button placement</b>	The bottom button on respective pages is too close to the bottom of the devices screen to the main screen of the app.	Minor	Cosmetic	The button is intended to float and stick to the bottom and take the entire width of the device screen.	No
<b>"Voting in Progress" notification doesn't move based on room</b>	On the home page, when I click on disabled vote icon it shows "You cannot vote when voting is not in progress" message on top of it and if I click on another disabled vote icon, it still shows the message on previous vote icon.	Minor	N/A	Toast Notifications always show at the bottom of the screen. We can't really change how toasts work. We could modify our site to have custom popups, but we elected to use toast notifications to keep it consistent with mobile apps, which would be our target release environment.	No
<b>Vote in progress button doesn't disappear from user action</b>	If you click on vote button on the homepage when the vote is not in progress, it gives the following error message.(pic of error message) But the message doesn't disappear by clicking elsewhere on the screen. You have to wait for 2 – 3 seconds for it to disappear.	Cosmetic	N/A	Toast Notification always pops up at the bottom of the screen. We could modify our site to have custom popups, but we elected to use toast notifications to keep it consistent with mobile apps, which would be our target release environment.	No
<b>Can't exit to homepage while voting is in progress</b>	You can't go back to the homepage of the app if you have submitted your vote and others have not. Basically, after submitting your vote, you have to wait for the process to end and then click on end the process to navigate elsewhere. So, the user cannot do anything in the application until all their friends have voted.	Major	N/A	This is the intended use. Once the party host has voted, the party host must check to ensure everyone has voted. This is done so by tracking the count of users that is displayed on the page. If the party host is allowed to navigate to the home page there can be an issue where the host forgets to initiate voting and all users are left in waiting state and also this is done as once we initiate voting the users/games who will take part in voting is finalized and there can be no more modifications to the room.	No
<b>Vote button shade</b>	The Vote button is a lighter shade of black then the edit and funnel buttons.	Cosmetic	N/A	Vote button is intentionally a lighter shade to indicate that the functionality is disabled until the party host starts voting. See our feedback regarding that the only way to start voting is through the filters menu.	No