Development Document for FM Genie Scout UI/UX Redesign

Purpose

FM Genie Scout is the premier companion tool for *Football Manager* (FM) players. It reads data from a running FM save and allows users to search, filter and analyse players, staff and clubs. Its power also makes it daunting for newcomers. The redesign aims to create an interface that **beginners and advanced players can navigate easily**, reducing cognitive load without sacrificing the depth that serious players demand. A modern UI with clear visual cues, sensible defaults and contextual help should make the product approachable without hiding advanced features.

Pain Points

- **High learning curve:** The current interface exposes all functionality in a dense menu bar and filter dialogs. New users struggle to understand which controls to use for simple tasks. Even experienced players can overlook powerful filters because they are buried among dozens of options.
- **Visually bland:** The grey, utilitarian design of older Genie Scout versions feels dated. Attribute values are presented as plain numbers, making it hard to compare players at a glance.
- **Scattered workflows:** Tasks like loading the database, setting filters, reviewing players, and exporting lists are spread across different menus, requiring frequent context switches. This discourages exploration and experimentation.

Feature and Functionality Breakdown

Below is a detailed explanation of existing features and how they should be surfaced in the redesigned UI. Each section explains the current capability (with citations) and suggests UI/UX improvements to improve usability and aesthetics.

1. Quick-Access / Drop-Down Menu

Current functionality: A set of icons and a drop-down menu offer shortcuts for loading the current save, reloading the last save, opening or importing saved shortlists, saving shortlists, and searching players, staff, clubs or squads. Users must manually load the FM save before interacting with Genie Scout.

UI/UX considerations:

- **Dashboard landing page:** After launching Genie Scout, users should land on a dashboard summarising the current status (e.g., whether a game is loaded) and offering a clear "Load Save" button. Provide guidance if FM isn't running.
- **Contextual shortcuts:** Group the quick-access actions into **Load Game**, **Shortlists**, and **Search** cards with descriptive icons. Use hover tooltips and one-line descriptions to reduce ambiguity.

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Updated for Section 9 expansion (premium "g" edition).

- **Recent activity:** Display recently loaded saves and recently used shortlists for quick access.

Load Game (Automatic Save Detection)

Current functionality: The first icon in the quick-access toolbar loads your FM game into Genie Scout. Genie Scout 13 introduced loading from memory; you must have your Football Manager save open for GS to access the data. In its default state, the app displays an empty screen until a save is loaded.

UI/UX considerations:

- **One-click automatic load:** Detect the currently running FM process and automatically locate the save file. When the user clicks **Load Game**, GS should immediately load the active save without prompting for directories. Show a progress bar with status messages like "Reading players, staff, clubs."
- **File picker fallback:** If no running FM save is detected, provide a file picker so users can manually choose a .fm save. Offer instructions on launching FM and loading a save to enable automatic detection.
- **Persistent directories:** Once a save has been loaded successfully, remember the FM install and save directories for future sessions to minimise friction.

2. Shortlists Management (My Shortlist)

Current functionality: Users can import FM shortlists, export Genie Scout lists to HTML/Excel/txt, or open a shortlist file to scout players.

My Shortlist is also a quick-access option in the drop-down menu. In Genie Scout 13 and later, the program automatically detects the current shortlist used in your FM save and loads it as soon as you connect to a running game. This allows you to see the players your scouting team is tracking without manually importing files.

UI/UX considerations:

- **Shortlist panel:** Provide a dedicated panel showing current shortlists with options to import, export or merge lists. Include file-pickers that remember the last used directory.
- **Annotation & notes:** Allow users to add notes or tags to players within a shortlist. Colour-coded tags (e.g., *Target*, *Watchlist*, *Loan*) help organise scouting work.
- **Export settings:** Offer an export dialog with format presets (HTML, Excel, CSV, TXT) and optional columns. A preview shows what the exported file will look like.
- **Automatic sync:** When a game is loaded, automatically import the active FM shortlist into the app and update it whenever the user makes changes in-game. Display a notification showing how many players were synced, and allow users to turn off automatic syncing if they prefer manual control.

3. Search & Filters

Genie Scout's search system is the heart of the tool. A successful redesign should make powerful filtering intuitive.

3.1 General Filter (Players)

Current functionality: Lets users search by rating, CA/PA, position, name, age, nationality, division and geographical area. It also allows excluding high-reputation players and searching by positional attributes using colour thresholds.

UI/UX considerations:

- **Filter wizard:** Implement a multi-step wizard that guides users through selecting basic criteria (position, age, role) first. Advanced options (CA/PA thresholds, division, nationality) appear on later steps or on an "Advanced Filters" sidebar.
- **Slider controls:** Use sliders for rating and CA/PA ranges, with real-time preview of how many players match. Colour bars can visualise attribute thresholds.
- **Toggle for shortlist limit:** Provide a simple toggle to restrict results to players already in a chosen shortlist.

3.2 Contract Filter

Current functionality: Enables searches based on contract status (free transfers, expiring contracts, Bosman, release clauses) and on transfer/loan-listed status, market value, sale value and wages.

UI/UX considerations:

- **Checkboxes & drop-downs:** Represent contract statuses as checkboxes or pill buttons. Provide min/max input fields for market value, sale value and wages.
- **Budget helper:** Include a slider to input your budget and automatically filter players whose sale value exceeds it.

3.3 Attribute Filter

Current functionality: Lets users search by individual technical, mental and physical attributes; hidden attributes (e.g., Consistency); and preferred moves.

UI/UX considerations:

- **Attribute matrix:** Use a grid where each attribute is represented by a slider (0–20). Colour gradients indicate minimum acceptable values.
- **Hidden attributes & personality:** Group hidden attributes under a collapsible section with tooltips explaining each trait. Provide radio buttons for personality profiles (e.g., *Model Professional*, *Mercenary*).
- **Preferred moves selector:** Allow multi-select of desired moves via a searchable list.

3.4 Filter Bar

Current functionality: Clicking a column header sorts the list ascending/descending; right-clicking lets users add/remove columns; dividers can be dragged to resize.

UI/UX considerations:

- **Customisable table:** Let users pick column sets (e.g., *General Info*, *Technical Stats*, *Personality*) from presets. Provide a drag-and-drop column editor accessible from a gear icon.
- **Visual indicators:** Use icons to show sort order (ascending/descending). Freeze key columns (Name, Club, Age) to maintain context when scrolling horizontally.

3.5 Unified Filter Experience (Players, Staff & Clubs)

While the preceding subsections describe entity-specific filters, the overall filtering experience should feel cohesive. Filtering is critical to user satisfaction because it allows people to quickly narrow down options; poorly implemented filters can increase frustration and bounce rates. Good filter design emphasises **effectiveness**, **efficiency** and **safety**. To achieve this, design a **unified filter panel** that works consistently across players, staff and clubs.

Guiding principles:

- **Single entry point:** A persistent "Filters" button opens a panel containing tabs for **Players**, **Staff** and **Clubs**. Users always know where to access filters regardless of context.
- **Logical grouping & progressive disclosure:** Within each tab, group filters by categories (e.g., *General*, *Contract*, *Attributes*, *Ratings*) and hide advanced options behind collapsible sections to avoid overwhelming newcomers. Use progressive disclosure to show more options only when needed.
- **Real-time feedback & dynamic counts:** Show the number of matching results next to each filter or range slider as users make selections. Results should update automatically without requiring a separate search button.
- **Reset, undo and share:** Provide a "Clear all" button with undo confirmation to prevent accidental loss of settings. Allow users to save filter configurations and share them via export or shareable links, reflecting the importance of shareability in filter design.
- **Search within filter options:** Long lists such as nationalities or clubs should offer an inline search box to quickly find items. Use tags or chips for multi-select fields where appropriate.

Entity specifics:

- **Players:** Group filters into *General*, *CA/PA & Rating*, *Contract* and *Attributes*. Use dual-handle range sliders for age and ability values, check boxes for position groups, and tag selectors for preferred moves and personality traits. Presets like "Wonderkids" or "Top bargains" provide one-click complex filters.
- **Staff:** Offer role selection (Coach, Scout, Assistant Manager, Physio) followed by star-rating sliders for training categories, CA/PA ranges and hidden attributes. Contract filters mirror those for players.
- **Clubs:** Provide filters for country/league, reputation, finances and facilities. Use toggles for manager vacancy or board status and range sliders for budgets and facility ratings. A formation selector can filter clubs by tactical fit.

By consolidating filters into a unified, responsive panel with thoughtful grouping and immediate feedback, the application improves task efficiency and makes complex filtering approachable for users of all levels.

Additional enhancements:

- **Saved searches & favourites:** Let users pin frequently used filter configurations (e.g., "U-21 free agents" or "Top 5 training coaches") for one-click reuse. Provide a dedicated "Favourites" section within the filter panel or on the dashboard where pinned filters can be quickly applied or managed.
- **Smart suggestions:** Analyse the user's previous searches and current squad needs to suggest relevant filters. For example, if the squad lacks left-footed wingers, the tool could highlight a "Left-footed LM/RM" preset. These suggestions can appear as recommended presets when opening the filter panel.
- **Filter history:** Maintain a history of recently applied filters so users can revert to a previous search without rebuilding it. The history should show the key criteria applied and allow one-click retrieval.
- **Cross-entity linking:** When filtering clubs, include options to jump directly to the top players or staff associated with the filtered clubs. Similarly, allow jumping from a player or staff list back to the parent club filter.

4. Rating System

Current functionality: GenieScout calculates player ratings based on weighted attributes and displays them as percentages. Users can create custom rating systems per position. Staff ratings rely on determination, discipline and motivation.

UI/UX considerations:

- **Rating designer:** Provide a visual interface for creating custom rating schemes. Users can drag sliders to set weights for each attribute; a real-time preview shows how example players' ratings change.
- **Standard presets:** Offer pre-built rating profiles (e.g., *Attacking Full-Back, Ball-playing Defender*) to help users get started.
- **Explain weighting:** Display tooltips or a help dialog explaining how ratings are computed and cautioning that different leagues/levels might require different weightings.

5. History Points & Snapshots

Current functionality: Users can create snapshots of a player's attributes at different times to track their development. These snapshots are called *History Points* in Genie Scout. Each history point stores a player's full attribute set at the time of creation, allowing you to plot progress across multiple seasons.

UI/UX considerations:

- **Timeline view:** Replace the simple list of snapshots with a timeline chart showing attribute changes over time. Users can hover to see exact values.

- **Automatic snapshots:** Offer an option to automatically record snapshots at specified intervals (e.g., every six months). Provide warnings about performance impact.
- **History point management:** List all saved history points with dates and allow renaming/deleting them individually. Include a "Create History Point" button within player profiles so users can capture snapshots without leaving the interface.

6. Player Interface

Each player profile contains multiple tabs. Below is a detailed description with UI recommendations.

6.1 Profile Tab

Current functionality: Shows basic info (name, club, nationality) and exposes **sale value**, **CA**, **PA** and hidden attributes. A colour scale highlights good attributes for the player's natural position. Users can toggle "Show potential attributes" to estimate future attribute values.

UI/UX considerations:

- **Infographic summary:** Create a header section with a player portrait, age, nationality flag and club logo. Use badge icons for key statuses (Injured, Transfer-listed).
- **Radar / spider charts:** Visualise attributes in position-specific radar charts, enabling at-a-glance comparisons. Include CA/PA bars and gauge dials for hidden attributes.
- **Personality & hidden attributes:** Present hidden traits in a concise table with tooltips explaining each trait's effect.

6.2 Transfer Tab

Current functionality: Provides detailed financial information, but the sale value is the most relevant figure.

UI/UX considerations:

- **Finance card:** Summarise wage, market value, sale value, release clauses and contract expiry in a card layout. Highlight values that meet the user's budget criteria.
- **Negotiation hints:** Integrate insights from GS STATS (see Section 9) to show typical transfer fees for comparable players.

6.3 Positions Tab

Current functionality: Shows how well a player performs in each position (0–20 scale), their weaker/stronger foot and preferred moves.

UI/UX considerations:

- **Pitch heatmap:** Display an interactive pitch diagram where positions light up according to the player's ability. Clicking a position could reveal the underlying attribute ratings.
- **Footedness indicator:** Use icons to show left/right foot proficiency. Provide tooltips or bars for the comfort level of each foot.

- **General rating:** Shows the rating for a position if the player had a perfect positional attribute (20). This helps identify whether retraining could be worthwhile.
- **Positional rating:** Calculates rating using the player's current attributes for each position.
- **Role rating:** Calculates rating for specific in-game roles (e.g., *Winger* vs *Inside Forward*) using role-specific weights.

UI/UX considerations:

- Combine these ratings into a unified **Role/Position Analyzer** with a sortable list, highlighting the top roles and positions. Provide an "Ideal role" recommendation based on CA/PA and your custom rating scheme.

6.5 Genie's Report

Current functionality: Presents an FM-style report summarising best position, CA/PA comparison to another player, personality traits, strengths and weaknesses, and transfer information.

UI/UX considerations:

- **Rich narrative:** Format the report as paragraphs with icons/emojis for strengths (e.g., 👍 for high Determination) and warnings (e.g., ⚠️ for low Professionalism). Allow exporting the report into your notes.
- **Custom comparisons:** Let users select the comparison player from a drop-down rather than only comparing to a default.

6.6 Player History / Add to Shortlist / Compare With

Current functionality: - *History* shows attribute progress over time. - *Add to shortlist* adds the current player to a shortlist. - *Compare with* lets you compare attributes of two players and shows tooltips explaining each attribute.

UI/UX considerations:

- **Interactive chart for history:** Similar to the snapshot timeline, display attribute progress graphically with filters for specific attributes.
- **One-click shortlist:** Provide a prominent "Add to watchlist" button with feedback (toast notification). Support multiple watchlists.
- **Side-by-side comparison:** When comparing players, show their stats and attribute charts side by side with colour-coded differences. Include role suitability for each.

7. Staff Interface

7.1 Staff General Filter

Current functionality: Lets users search staff by general information (age, name, nationality), contract status, CA/PA, rating and reputation.

UI/UX considerations:

- **Role-specific presets:** Provide templates to find a Head of Youth Development, Assistant Manager, Physio or Scout. Each template can pre-fill filters appropriate for that role.
- **Reputation gauge:** Use a star or bar to visualise staff reputation relative to your club's standing.

7.2 Training Rating & Attribute Filter

Current functionality: Allows filtering coaches by star rating in each training category or by their individual attributes (useful for scouts/physios).

UI/UX considerations:

- **Star sliders:** Represent star ratings (e.g., Attacking Coaching) with star selectors. Offer toggles for attributes vs star ratings.
- **Suggested staff:** Show a shortlist of staff who meet or exceed your current coaching standard.

7.3 Staff Filter Bar & Interface

Current functionality: Sorting and column management behave like the player list. The profile tab shows coaching and mental attributes plus CA/PA; a star system displays training category ratings. Hidden attributes show traits useful for assistant managers; the rating tab shows suitability for each staff job.

UI/UX considerations:

- **Card view:** Use cards for each staff member summarising their role suitability and star ratings. Clicking a card opens detailed view.
- **Personality traits:** Group hidden traits with clear descriptions (e.g., *"Judging Player Potential (12): good at evaluating youngsters"*).

8. Club Interface

Current functionality: Clicking a club opens a profile with three tabs: **Information** (attendance, facility ratings); **Kit & Finances** (precise financial state and kits); and **Tactics** (squad rating for a specific formation and top five formations).

UI/UX considerations:

- **Club overview card:** Display stadium size, training/youth facilities and continental reputation at a glance. Include a progress bar for finances (e.g., current balance vs projected budget).
- **Tactics insights:** In the Tactics tab, show an interactive formation board with the best players automatically placed. Provide performance ratings for each formation and suggest which tactics suit your current squad.

9. "g" Edition Extra Features (Premium)

The "g" edition removes ads and unlocks premium features that deliver predictive and contextual insights. This section consolidates the baseline "g" features and the proposed premium expansion into a single implementation-ready plan.

9.0 Shared UI/UX & Implementation Principles

- Unified filter experience for all list-producing features (single Filters entry point, progressive disclosure, real-time counts, reset/undo).
- Saveable presets and favourites for any generated query; eligible for smart suggestions.
- Shortlist-first workflow: add, tag/notes, compare, and export via a consistent export dialog with preview.
- Explainability: tooltips or short 'why' explanations for projections, role weights, deal ranges, and optimizer choices.
- Performance UX: show loading/progress for scans and optimizations; allow cancel; cache repeat results.

9.1 Premium Feature Matrix (Baseline + Expansion)

The table below defines the premium feature set, including capability, required UI patterns, and implementation notes.

Feature	Current capability	UI/UX considerations	Implementation notes
Search Potential Attributes	Search players by projected peak attributes at full development.	Add an **Advanced Projection** toggle in filters; show projected values alongside current values with a clear legend.	**Data**: store current vs projected attribute vectors. **Perf**: compute lazily (toggle-on only) and cache per filter state.
GS STATS	Anonymous save-data projections: year-by-year development, ratings, and transfer values; peak/decline timing and ideal sale times.	Player profile: **Development Forecast** section with time-series charts, annotated peaks, and short tooltips explaining drivers.	**Data**: timeseries per player (ability/value/selected attrs). **Fallback**: hide or show 'limited forecast' when unavailable.
In-Game Scout (IGS)	Enhances FM in-game pop-up overlay with hidden attributes and Genie Scout ratings.	Provide activation toggle + overlay preview; keep visuals consistent with FM; show 'g' lock state in non-g edition.	**Integration**: version-checked overlay injection. **Resilience**: degrade gracefully if FM process/skin differs.
Roles & Duties	Role/duty scoring and searching across 100+ roles/duties.	Formalize **Role Finder**: select tactic/roles, identify missing roles, and group results by role suitability.	**Engine**: consistent role-weighted scoring + explain-weight tooltips. **Data**: role definitions, duty modifiers, weight presets.
Probability of Development	Estimates likelihood a player reaches theoretical maximum ability.	Show probability next to PA with risk coloring (high/medium/low) and tooltip explanation.	**Model**: scalar probability + confidence. **Edge**: unknown data shows N/A with tooltip (no misleading numbers).

Feature	Current capability	UI/UX considerations	Implementation notes
Progress Rate	Predicts how quickly a player develops based on a mbition/determination/profes sionalism and related traits.	Show a **Development Pace** gauge + short 'why' explanation (key trait drivers).	**Data**: normalized pace score + driver list. **Perf**: compute on-demand (profile open / hover) and cache per player.
Top Players Lists	Auto-generated lists: best players, most promising, and top bargains by position.	Present as pre-built views with sorting/filtering; enable share, shortlist export, and quick compare.	**Source**: versioned list definitions (FM version + rating preset). **Export**: uses standard shortlist export dialog with preview.
Support for Graphics	Facepacks/kitpacks in player and club profiles.	Pull images from FM graphics folder; provide a graphics on/off toggle for performance.	**Tech**: configurable graphics path + thumbnail cache. **Resilience**: missing assets show placeholders (no broken UI).
Squad Gap Analyzer	Tactic-aware squad coverage per role slot: identifies starter/backup gaps and suggests targets.	Club Tactics board: add **Coverage Heatmap** overlay; click a slot to open targets and filters; one-click 'Save preset'.	**Logic**: top-2 suitability per slot + depth threshold. **Perf**: cache per (save, formation, role-set); heavy scans show progress + cancel.
Replacement Finder	Find like-for-like replacements or upgrades for a selected player using role fit + attribute similarity + constraints.	Player Profile: action near compare/watchlist. Results: group into Similar / Cheaper / Upgrades; show 'reason chips' for trust.	**Scoring**: role suitability primary + role-weighted attribute distance + position overlap. **Constraints**: contract status + budget helper.
Transfer Shortlist Optimizer	Builds the best set of signings under budget/wage constraints to fix identified gaps; outputs Plan A / Plan B bundles.	New **Transfer Plan** workspace: import needs from Gap Analyzer, candidates from shortlists, and export bundles as reports.	**MVP**: greedy + constraints with explainable scoring; **vNext**: combinational optimizer. **UX**: progress + cancel for long runs.
Deal Intelligence	Adds deal-quality signals: fair fee range, wage sanity, overpay risk, and negotiation hints (GS STATS comparables when available).	Player Transfer tab: expandable **Deal Intelligence** card; highlight values matching budget; show confidence and 'why' drivers.	**Sources**: GS STATS comparables preferred + heuristic fallback. **Output**: range + confidence + drivers. Align risk palette with development probability.
Contract & Clause Radar	Opportunity inbox: expiring contracts, Bosmans, release clauses, transfer-listed and loan-listed players.	Dashboard card + dedicated **Radar** page grouped by opportunity type; one-click shortlist/tag, save-as-preset, and export.	**Config**: import needs from Gap Analyzer + budget helper. **Refresh**: cached/incremental scans; show progress + cancel for large DBs.
Preset Marketplace	Curated library of filter presets, rating profiles, and column-set presets; import/apply and later shareable links.	Filter panel: Presets/Favourites; Rating Designer: Browse presets; Table config: column presets; show compatibility and preview.	**Objects**: FilterPreset / RatingProfile / ColumnSet. **Safety**: FM version tags, diff preview, 'apply as copy'. **MVP**: file import/export; **vNext**: online.

Feature	Current capability	UI/UX considerations	Implementation notes
Pro Reports Export	Premium scout dossier exports for player/shortlist/plan: Quick Scout Card and Full Dossier templates.	Player Profile + Shortlists: export with template selector, optional sections, preview; batch export for shortlists/plans.	**Formats**: PDF + HTML (keep existing list exports). **Content**: include Role/Position summary + Deal snapshot + Genie-style narrative. **Batch**: combined pack + index.

9.2 Dedicated Windows & Workspaces (g edition only)

9.2.1 Top Lists UI Window

Curated lists (Top Players, Most Promising, Top Bargains) presented as pre-built views with sorting/filtering and fast export.
Implementation notes:
- Version list definitions by FM version and rating preset to keep results stable across releases.
- Enable multi-select compare and export to shortlist/external formats via the standard export dialog.
- Add 'Save as Preset' to convert any Top List view into a reusable search preset.

9.2.2 Role Finder Workspace

Home for Roles & Duties exploration: select tactic/roles, identify missing roles, and group results by role suitability.
Implementation notes:
- Share the same slot model and scoring outputs as Squad Gap Analyzer (single source of truth).
- Surface explain-weight tooltips wherever role weights drive results.
- Support one-click 'Find Targets' that opens Player Search with unified filters pre-filled.

9.2.3 Radar Workspace

Opportunity inbox grouped by contract/market triggers (expiring, Bosman, clauses, listed) filtered by the user's needs and budget.
Implementation notes:
- Radar configuration must be saveable/shareable as presets.
- Use cached/incremental refresh; show progress and allow cancel for large databases.
- Cards should support shortlist/tag actions and lightweight Deal Intelligence badges.

9.2.4 Transfer Plan Workspace

Workspace for building Plan A/Plan B bundles under constraints (budget/wage/age) and exporting decisions.
Implementation notes:
- Ingest needs from Squad Gap Analyzer and candidates from shortlists/presets.
- Bundle output must be explainable (gaps fixed, fit improvement, cost drivers).
- Export bundles using Pro Reports templates (Quick Card / Full Dossier).

9.2.5 Preset Marketplace Window

Browse/import presets (filters, rating profiles, column sets) with preview, compatibility warnings, and safe application.
Implementation notes:
- Support 'Apply as copy' and a diff preview to avoid overwriting user defaults.
- Store FM-version compatibility tags and warn on mismatches.
- MVP: file import/export; vNext: online marketplace with ratings/verification.

9.3 Cross-Feature Integration Requirements

- All premium lists are shortlist-first: add, tag/notes, compare, export (with preview).
- All search-like outputs must be saveable as presets/favourites and eligible for smart suggestions.
- Role suitability must be consistently visible and sortable in any recommendation list (Role Finder, Gap Analyzer, Radar, Replacement, Optimizer).
- Deal Intelligence must appear anywhere money is discussed (Player Transfer tab first; optional badges in Radar and Transfer Plan).

- Explainability is mandatory for predictive and optimized outputs (projections, weights, ranges, bundle choices).
- Performance UX is mandatory for scans/optimization (loading/progress + cancel + caching).

General Design Recommendations

1. Modern aesthetic: Adopt a dark/light theme toggle, clean typography (e.g., Open Sans or Roboto) and consistent iconography. Use subtle shading and card layouts to separate sections.
2. Responsive layout: Ensure the interface scales to different resolutions and supports window resizing. Use collapsible sidebars and panels to preserve space.
3. Contextual help: Provide tooltips and small info-buttons that explain advanced concepts like CA/PA, hidden attributes or rating weights. Link to a help centre for in-depth tutorials.
4. Undo/redo and reset: Add undo/redo buttons for filter adjustments and allow users to reset filters to default quickly.
5. Performance feedback: Display loading indicators when fetching data or applying complex filters. Allow users to cancel heavy operations.

Conclusion

Reimagining FM Genie Scout's user interface requires balancing its rich functionality with accessibility. By grouping related tasks, using intuitive controls and modern visualisation techniques, Genie Scout can become approachable for beginners while still empowering advanced users to exploit its deep data insights. This document serves as a detailed guide for developers and UI designers to implement a cohesive, user-friendly experience grounded in the tool's existing capabilities.