

<b><i>Change Control Form</i></b>	CCF No: G17-CCF-01
Problem reported by: Chris Price      Date: 9/03/2017	
Item Name: UI Specification      Config Ref: SE.G17.UI  Version to change: 1.1      Group: 17	
<p><b>Problem Description:</b> The heading says "User Interface Specification Standards". This is wrong. Something like "Group 17 User Interface Description" would be more accurate. Page header also wrong. You give it a config ref of SE.QA.04 - that is the ref for the standards - this needs your ref for this document. Your QA manger is supposed to generate those for each document you release. A sensible config for this would be something like SE.GP17.UISPEC. You did not make this on Jan 22nd, and it is not copyright 2016. "Some changes to the layout may be changed at a later date" Not sure what this means nor why it is quotes. Your intro section is not conformant to document standards in SE.QA.02 Typical users section is OK but you could improve it. Get a bit bogged down in card/treasure menus. You have focused on screens rather than user tasks. I'd make all of that (3,4,5) into one Getting Player Info use case. Use case 6,7,14 needs to be bigger and about fighting - how it starts, how its shown and how it is resolved. Use case 8 is really a Entering trade port case. Use case 9 is not sensible on its own - there are several ways you can gain treasure - dos this apply to all? What happens when you pick a card saying Take Treasure up to 7 in total value? Do you see this twice? You go into the details of Long John Silver, but I didn't get a clear idea of what happens with much simpler cards like "Take 7 treasure" - what does the card look like? what do I do to choose the treasure?</p>	
Person authorized to do change: jor15      Date changed: 14/03/2017  Description of change to be made: All amendments that need to be made from the feedback will be made by jor15	
Changes checked by: WGF  Date checked: 17/03/2017	
Comments:	