

<i>Change Control Form</i>	CCF No: G17-CCF-02
Problem reported by: Chris Price Date: 9/03/2017	
Item Name: UI presentation Config Ref: SE.G17.UIP Version to change: 1.0 Group: 17	
<p>Problem Description: When showing the board, you want to show which Use Case you are dealing with, in order to give context. You have brought all the attack material together into one use case (which is what it should be in the test doc). You have done the same for taking chance cards at Treasure Island - make the test doc have the same sensible format as this document. Moving: you imply that the ship can move to its sailing strength in the given direction, or one in any other direction. That is not the case. Your next screen implies that the other buttons were direction buttons. This is not a good solution as firstly you do not distinguish in any way between the two types. If I can only go one square each turn, how do I tell which direction that is. If I click one square in front of my boat when I could go further, how do you tell whether what I want is to move one square or to stay where I am and face the same direction? Find a better way of doing this.</p>	
Person authorized to do change: lie4 Date changed: 15/03/2017 Description of change to be made: All amendments that need to be made from the feedback will be made by lie4	
Changes checked by: WGF Date checked: 16/03/2017	
Comments:	