# Requirements

## Misc

* The map is the central point of focus. **It should be as large as possible**. Given you have lots more horizontal pixels, this tends to put the 'other' stuff to one side of the map - not above and/or below.
* ISO has created standards for things. They do this to avoid problems. For example: stop signs on roads are pretty much a red sign, octagonal in shape and have the word "Stop" in the local language in white letters in the middle. Even if you don't know what the word is, you know what the sign means. Try leveraging this general concept in your system.
* Try to avoid "words" in your interface. If there is an appropriate icon - it is better to use that than have to translate your words into language xyz.
* The system is to be used outdoors. Take your laptop outside and look at the GUI. I bet it sucks.
* About 10% of the male population has a colour blindness issue. Just using colours that are different might not be enough for some design elements.
* Some things on the GUI are used only once (or so) per session. Maybe you can make them less prominent or have some way of making them vanish.
* Keyboard 'shortcuts' as you keep calling them are probably a wise thing. Make them obvious.
* Modulo all the above - there is a key piece of design wisdom: The principle of least surprise. Make your GUI work in a way that requires little or no training.