User Interface:

* The most important elements of the interface are large and in the centre, with an outline contrasting and highlighting their presence to find an actual game of Poker.
* Features that would be considered ‘extra’, such as settings, user profile and friends are placed at the corners of the screen since they are not the main focus of the user generally.
* During the actual Poker game the visual information is presented clearly, with cards displayed in the centre and other users displayed around a virtual table.
* One issue is the game choices (check, bet, raise etc) are placed in the corner and are relatively smaller and harder to see compared to the other parts of the interface.

User Interface:

* Main Menu screen has a lot of buttons, making it feel very busy and cluttered, very little dead space can make it harder for users to get their bearings and distinguish different features
* At the Poker Table, the game choices (check, bet etc) are at the bottom of the screen and made visible due to their largeness
* The game chat is in the corner of the screen and does not take away from user’s focus on the game and has pre-arranged messages that can be sent for quick communication with the other user’s at the table

User Interface:

* All the main menu options are clearly presented and stand out against the background
* Labelled bottom bar makes button functions clearer for users unaccustomed to mobile game icons
* In game tables only show necessary information such as current bet and your hand