Alex & William: D&D Character Editor

1. Very clear and minimalistic design I like it a lot
2. Can perform all functionalities within a couple of mouse clicks
3. Because I haven’t played the game it took me some clicking around to really understand what was going on
4. I understand your potential users probably understand what this all means but maybe a short intro/description at the top of the page could help people who do not play the game (which isn’t really necessary but for the purposes of the class it could help)

5. Very quick load time
6. I had no idea what this dialog box meant – I’m assuming if I played the game I would understand them
7. What is the significance of this “roll”
8. The extra descriptions here are helpful
9. Once again very fast load times, easy, understandable UI
10. Once again, what is going on? I initiate a roll, but at the same time I can
determine if it hit’s or misses? What’s the significance? Hitting is always better
then missing I would assume!

11. Same things apply when in regards to the UI itself with the others
   a. Simple, quick, no issues
12. So I am assuming spells cannot miss? Seems caster dominated, what a surprise!
1. This is already easier, haha.
   a. Simple design
2. Quick load time
3. Straightforward UI setup

4. I wasn’t sure what the numbers on the top left represented
   a. Are they just for other professor to rate?
      i. If that were the case maybe just a search bar would be better?
5. Very reading text, and graph – I like it a lot!
   a. Better than current system because one can easily see the main statistics
      for a teach in one view
6. The graph of statistics may be unnecessary though when evaluating the professor
   – it could influence the rating by the student (maybe?)
7. I like how this is all in one view, and the process isn’t extensive
   a. The length of the evaluations usually has me filling in randomly by the end of them – this UI avoids that
8. Feedbox functionality is well done
9. At first glance I thought the UI was a bit cluttered, but after taking a look I realized it was actually not at all
10. The biggest implementation with this type of UI was the different sections listed all at once with other sections of the course
    a. Also, only displaying the necessary information was very good minimalistic design
11. I didn’t like how the course was confirmed on the bubble pick
    a. You could take out the do not register for this course section and replace the bubbles with exclusive check boxes for each course
    b. Then have a finalize registration at the bottom of the page or something
12. The red text is also misleading because I do not think you can actually “finalize” the selection yet
Jeff: Blackjack

1. Nice clean simple UI for the start screen

2. The instructions are speaking gibberish!

3. The rules are also speaking gibberish!

4. Only being able to get to the rules from the instructions window seems a little odd
   a. Maybe putting them together on the same screen
   b. Or a link on the main screen directly to rules and instructions would be better (?)
5. Looks good, simple enough
6. Maybe including a little explanation of what this means would be helpful for some not familiar with the game

7. Another great simple UI setup
8. Having the instructions there for reference always was a great idea

9. Seems like at this point I can only bust with the same hands being dealt
10. Seems like the bets have no functionality as of this moment either
    a. Which is awesome who wouldn’t want infinite money
11. I think adding another window for wins losses with net money stuff would be cool
12. If there’s no plan for keeping track of the money pool the money pool window is somewhat irrelevant and can be removed