Bolded text reflects changes made.

- **Catastrophic**
  - Attack tags loading into edit improperly
- **Major**
  - “Edit Collections” window check boxes are checking and unchecking inconsistently.
    - One user noticed that additional information dialogs open on uncheck.
      - **Fix:** Attempt to disable opening on uncheck.
    - One user accidentally added an extra collection then there was no way to remove it once added.
      - **Fix:** Add a way to remove a collection.
    - All users noted that the HP spinner box is not big enough to fit a two digit number.
      - **Fix:** Make HP spinner larger.
- **Minor**
  - 100% of users first tried to type in the GM Notes panel before noticing the “edit gm notes” button.
    - **Fix:** Make GM Notes Panel look more immutable if possible.
  - One user found the “Free Edit or Survey” question box difficult to understand.
    - **Fix:** Examine the wording and possibly fix.
  - Many users (80%) advance a page or popup a dialog and immediately start to type before clicking the field.
    - **Fix:** Make it so that the “focus”/cursor jumps to text fields in prompts.
  - 100% of users expressed some confusion regarding the “Current Collections” panel (thinking it would list all existing collections as oppose to those linked to the specific monster.)
    - **Fix:** Rename section
  - All users expressed some hesitation or confusion regarding what to type for “special qualities” pop ups especially the “made by” one (the first one encountered.)
    - 2 users managed to figure out what to type and how to format it.
    - 1 user figured out the basic idea of what to type but formatted it incorrectly.
    - 2 users put in the incorrect information.
    - **Fix:** Provide an example.
  - 60% of users hesitated significantly or clicked somewhere else before the Codex when looking to download a monster.
    - **Fix:** This is primarily a lack of exposure issue. Potentially add tooltip to the button.
- **Cosmetic**
  - Two users commented that there was no “range” header on the attack tags.
    - **Fix:** add tag subtype headers.
  - One user commented that some text was small and dense.
○ One user wanted to be able to click enter on the “add collections” textfield to close the window.
  ■ Fix: attempt to add more mouseless navigation.
○ Some users (60%) commented that hitting enter on the Special Quality and Move add tools doesn’t add the item to the list.
  ■ **Fix: Add functionality.**
○ One user took a while to realize that to add a monster to a collection they needed to check the box next to the collection name.
○ One user inserted periods after his special qualities resulting in “.,” in strings.
  ■ Fix: Make handler remove periods from the end.
○ One user was confused by the lack of a “+” on the damage mod spinner
  ■ Fix: Attempt to add a +.
○ One user felt that the Remove/Add controls on Special Qualities and Moves should be below the lists as oppose to above.
  ■ Fix: Check external consistency?
○ Most users first tried to click the “Add” button before realizing they had to type in the text box.
  ■ Fix: Probably no fix needed as users realized very quickly the correct approach.