Usability Second Test
Results, Feedback & Suggestions

Changes Made:

• Added instructions to Character Log page. Gave it a styling div to make it visible and draw the user's focus in.
• Added tab as an input to submit data. Made instructions for submitting data very clear.
• Negative numbers now supported in the fields to spend gold or lose EXP without having to change validation type.
• Changed the placeholder text to be much more clear.
• Changed the labels to be more clear where you were adding data and where you were seeing it.
• Home Page changed to avoid confusion.
• Quests Page changed to make instructive text more readable and grab the viewers eye.
• Hover link color changed to be more visible.

Feedback from Test:

• Character Log improvements make a lot of sense. Instructions are clear.
• Form is much more usable than before. Prior version of the form was not very easy to understand, it is better now.
• Colors, divs, and techniques used to draw user attention worked very well. Content draws the user in.
• Negative numbers are working and well described in the instructions. Gold and levels can be subtracted now, like the game requires!