Starcraft

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What Users Want to:
Conquer enemy base

- Build Buildings and Troops
- Control units to:
  - Move
  - Actions/Attack
- Reposition view
- Manage resources
The Good

• Shortcuts
  - Advanced key bindings to build units

• Feedback
  - Troop selection
  - Build completion

• Minimap
  - Users language
  - Memory load
  - Consistency
The Bad

- Users Language
  - Icons for abilities undescriptive
- Memory load
  - What upgrades are in progress
  - What unit groups are assigned
- Good error messages
  - Unit movement into impassable terrain
The Ugly

- Reversal of troop selection
- Graphics limit
  - Scalability
  - Viewable area
- Not well marked exits: Exit game
  - Ctrl-X (quit) near Ctrl-C (center selected unit)
  - Ctrl-Q (quit) near Ctrl-Number (assign group number)
  - Ctrl-S is save