

Design Change Document 1
Design Changes after Cognitive Walkthrough
MTStats
2/21/2023

1. Simplified menus
 - a. Avoid “active” elements such as dropdown menus to reduce app complexity.
 - b. Use separate pages as opposed to dropdowns, or some kind of pop-up system.
2. Color scheme refinement.
 - a. Refine colors to be easy to read and not too loud.
 - b. We will be moving to the official MTU Esport colors and graphical designs.
3. Match Data Changes
 - a. The addition of a text field for match notes for any extra notes a player may want to record.
 - b. Tourney Creation
 - i. admin sets players within a tournament to simplify match data for players
 - c. Formalization of terminology (for reference later)
 - i. From top layer to bottom layer:
 - ii. Set- any number of rounds
 - iii. Round- Bo3 in a crew battle, can have up to 7 games each
 - iv. Game- An actual match playing the game
 - v. *Singles Matches will have a “round” internally, but we will abstract the interface to only show games as there will only ever be one round*