Pandemic

1) Update:

Idea: Data in the game are constantly updated. I think that it would improve the readability if they could be marked as new (like a notification system), for what I have in mind, I think that facebook or any mailbox could be some good illusatrations.

Example of the different update occurring throughout the game.

1.1) each day a new person might show some symptomes
1.2) each question asked lead to an update of the stats
1.3) if two possible sources for the decease,
-each guess, wheteher right or wrong should update the stats of the other sources in the pairwise table.

2) Game mechanics:

Idea: this is not related to the interface, but it can contribute to make the experience of the game more enjoyable.

2.1) No reward system for the player whether he finds the source in 1 guess or more or in 1 day or more.
2.2) The game could propose another implementation such that the game could be organized by levels. eg: the player starts at level 1 and the difficulty progresses all long the game.
2.3) There is a game on every PC in the world called the minesweeper. I don't know if you know the game, but one of thing I like about it, is that you can add a flag when you're not sure whether there is or not a mine on a specific part of the board. I think that it could be nice if the player in Pandemic could do something similar to that. Say that because the player has not enough question left he just assumes that a question will be true or false and put a flag on it. The flag can be removed later. The main motive of doing this, is just to improve the readability. When you know that there is a strong probability that the answer will be true, you can just mark it as true so you don't have to remember it all the time.

3) Interface:

3.1 Improve the readability

3.1.1) Differentiating people who have the symptomes from people who don't by using symbols or colors, the text for this is not powerful enough.

3.1.2) Be able to read faster the answer of the questions see 3.1.4

3.1.3) The fact that in level 4 or 5, the player needs to scroll down or up to see all the information he needs might be a problem.

3.1.4) **Problem**: I don't if it's because my eyes are tired, but I have some difficulties to follow the lines. Like when I read the name of a person and I know whether he is sick or not, I need to use my finger or to look at the screen very closely.

Solution: In most of the music editing software, the used has to deal with 20 to 100 tracks so the problem is very comparable. This is how they solved the problem:

They used a different color for each different track.
I'm not suggesting to to do this, I think that using 4 or 5 different colors should be enough.

3.2) Delete what is redundant or not used

3.2.1) On the menu page (the page where you select the different criteria you want to play with), the left column is not used.
3.2.2 None of the upper buttons are used during the game.

3.3) The video explaining the game shouldn't be an option. To me, it should be on the main page by default.

IV/ Quesitons about the game:

1)Considering that answers of the different questions are static, it means that after the 3 first days have passed, no one will be get sick?
2) Why is there a big 'OR' that the player can edit on the main page?
3) Even though you set the different features by yourself, once you start the game, it will set those features to be the one of the level.
eg: say you want to play level 1 with a probability of 50%, it will still display 100% once you start the game.