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## few suggestions

Posted by Krae - 2008/10/10 14:10

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1. change human trainer to basic trainer
  - human trainer sounds like the other trainers are not human
2. having all missions default to Mission X makes it very difficult to see which is what if Supers want to help a random Super
3. when changing something like the Super's name, if there was some type of verification, it would make things easier. It took me three clicks before I realized it really did change. Maybe even taking the super back to the main Hero page?
4. When listing a skill, telling someone they don't have enough training to know more information makes it look like it's not a bug that they don't have information on it.
5. During a skill listing, the phrases, 'Skills that suffer from it' and 'Skills that it suffers' might need a different translation. Maybe, 'Skills that reduce effectiveness' or the like.
6. Again, Skill listings - 'Skills that it needs' can be translated a little better as 'Required Skills'
7. Skill listing once more - having some kind of break between skills that increase effectiveness and those that reduce effectiveness would make those lists more easily recognizable.

These are just off the top of my head. I'm enjoying the possibilities here and looking forward to more fun as time goes on. Let me know if these help.

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## Re: few suggestions

Posted by beppino - 2008/10/13 09:43

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Great, Caffinator, many thanks.  
Some of them are well known and are already in list, let's see.

1. change human trainer to basic trainer
  - human trainer sounds like the other trainers are not human

That's exactly what I wanted :-)

2. having all missions default to Mission X makes it very difficult to see which is what if Supers want to help a random Super

Well the mission name can be changed by the organizer just by clicking, but few do it actually. I don't know what name could be given to the mission, by default. Any idea?

3. when changing something like the Super's name, if there was some type of verification, it would make things easier. It took me three clicks before I realized it really did change. Maybe even taking the super back to the main Hero page?

This is well known. As for the challenge page, I used a software to make those pages automatically and that made them slow and buggy. And I have very little control on them. By the way, using that software is far more complex than making the form by myself, I wonder what sense does this make.

I have to rewrite those pages by hand, it's in list... :-(

4. When listing a skill, telling someone they don't have enough training to know more information makes it look like it's not a bug that they don't have information on it.

Uhm?

5. During a skill listing, the phrases, 'Skills that suffer from it' and 'Skills that it suffers' might need a different translation. Maybe, 'Skills that reduce effectiveness' or the like.

I don't like them either. Can you give me a good translation for both please? I'll insert it immediately.

6. Again, Skill listings - 'Skills that it needs' can be translated a little better as 'Required Skills'

I fix this now. In the next release it will be ok.

7. Skill listing once more - having some kind of break between skills that increase effectiveness and those that reduce effectiveness would make those lists more easily recognizable.

Done.

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## Re:few suggestions

Posted by Krae - 2008/10/13 10:48

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Fantastic. I had not realized you needed this much feedback. I'll see what else I can come up with soon.

2. having all missions default to Mission X makes it very difficult to see which is what if Supers want to help a random Super

Well the mission name can be changed by the organizer just by clicking, but few do it actually. I don't know what name could be given to the mission, by default. Any idea?

How difficult would it be to leave it a blank and make them name it.

3. when changing something like the Super's name, if there was some type of verification, it would make things easier. It took me three clicks before I realized it really did change. Maybe even taking the super back to the main Hero page?

This is well known. As for the challenge page, I used a software to make those pages automatically and that made them slow and buggy. And I have very little control on them. By the way, using that software is far more complex then making the form by myself, I wonder what sense does this make.

I have to rewrite those pages by hand, it's in list... :-)

I know what I was trying to say. Maybe a .back. button would be more helpful. A little message saying 'Updated' and a back button would make this smoother.

4. When listing a skill, telling someone they don't have enough training to know more information makes it look like it's not a bug that they don't have information on it.

Uhm?

Okay, I was unclear here. When I learned a skill in the bar, I went to look at the information about that skill. It told me I don't know that skill. It just needs a little tweaking to say, 'You must learn more about this skill before you understand how to use it.' Something like that at least.

5. During a skill listing, the phrases, 'Skills that suffer from it' and 'Skills that it suffers' might need a different translation. Maybe, 'Skills that reduce effectiveness' or the like.

I don't like them either. Can you give me a good translation for both please? I'll insert it immediately.

Skills that Reduce it's Effectiveness  
Skills that Improve it's Effectiveness

Thank you for listening. I appreciate all that you do here. Let me know what else you need, please

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## Re:few suggestions

Posted by beppino - 2008/10/13 11:06

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How difficult would it be to leave it a blank and make them name it.

A little because the names are used in links, for example in the Daily Hero, and you cannot click an empty name :-)

Maybe I can just give "Mission #128" as a name.

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Okay, I was unclear here. When I learned a skill in the bar, I went to look at the information about that skill. It told me I don't know that skill. It just needs a little tweaking to say, 'You must learn more about this skill before you understand how to use it.' Something like that at least.

I changed that into:  
"I believe that I need to study it a little bit more to know the details of this skill."  
is it clear?

I also changed the other translation, great!

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## Re:few suggestions

Posted by Krae - 2008/10/13 19:50

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fantastic

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## Re:few suggestions

Posted by Niki - 2008/10/15 01:24

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Can I just suggest that we could somehow see out "literal" level of skills?  
I mean now we just see our percentage, but it would be cool to be able to see if we're master or just experts?  
Of course not if it's supposed to be this way :)

Btw, I find this master/expert thing a bit confusing...  
Maybe you could change expert to professional? Or to something that you could immediately see that master is better?

Also, I've seen in some fights that girls are called "him" ;)  
Would this be hard to fix?

Niki

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## Re:few suggestions

Posted by beppino - 2008/10/15 07:11

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I don't like "professional"... what other term could be used?  
The literal levels are there just to give less detail than the stars, they really don't have any other use. How could I make this thing clearer?

About the "him" I've got in list to add the F sex for heroines :-). But it's actually low in priority...

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## Re:few suggestions

Posted by Niki - 2008/11/04 11:35

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Could we get some "fast links" in the rules?  
Like having all the categories and subcategories easily clickable at the start?

Like if I wanna read about teams, I can just click on teams.

Niki

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## Re:few suggestions

Posted by beppino - 2008/11/05 13:07

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I think it should be easy to implement.

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## Re:few suggestions

Posted by Niki - 2008/11/07 08:12

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Why can't we sort the heroes on the top 30 list according to world salvage?

Niki

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## Re:few suggestions

Posted by beppino - 2008/11/10 02:53

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It's a technical problem: that value is calculated with a complex query and it would be too heavy for the server.

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## Re:few suggestions

Posted by Niki - 2008/11/10 06:02

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Okay... :(

Niki

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## Re:few suggestions

Posted by Niki - 2008/11/16 13:33

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I was thinking of statistics? Like, the most powerful skill, most used, most had, and so on...  
But then I thought that maybe statistics are too heavy on the servers?

How is it, heavy or light? :unsure:

Niki

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## Re:few suggestions

Posted by beppino - 2008/11/17 02:57

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Statistics of the bar were actually abnormally heavy, generally speaking statistics of this kind are not very heavy. Can you give me a list of all interesting statistics that you would like to see please?

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## Re:few suggestions

Posted by Niki - 2008/11/17 04:45

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Most powerful skill, most used (in fights ) skill, newest discovered skill, most wanted (the one being taught by a teacher most)...

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Niki

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## Re:few suggestions

Posted by Niki - 2008/11/21 13:17

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Maybe we could restrict the World : Heroes thing by activity?  
Like, not showing inactive people?

Niki

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