

The heuristic evaluation is applied to access the project design in Figma.

Heuristic	Is the heuristic violated? How?	Severity
<b>1. Visibility of system status</b> The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.	The app in itself is minimalistic and most of the things are clear. The user is informed about what's going on. The page name is not displayed on the page so that users can quickly know which page the user is in.	3
<b>2. Match between system and the real world</b> The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.	The language used in the prototype design is simple. The icons used in the design are also self-explanatory. Maybe we can also add a documentation page on the design. So, the user can quickly get help if needed.	4
<b>3. User control and freedom</b> Users often choose system functions by mistake and will need a clearly marked 'emergency exit' to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.	The app in itself is a bit limited because the design is about the app for uploading plant pictures. The user is not able to edit details about the pictures after uploading till now.	4
<b>4. Consistency and standards</b> Users should not have to wonder whether different words, situations or actions mean the same thing. Follow platform conventions.	In the Edit profile, the user should be able to edit some of the details only as well not all the details at the same time. For example, the user should be able to change only the email without changing the password.	7
<b>5. Error prevention</b> Even better than good error messages is a careful design which prevents a problem from occurring in the first place.	A proper check of inputs from users while logging in or registering users, so that no duplicate user is created or a user is logged in with different credentials.	8

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<b>6. Recognition rather than recall</b> Make objects, actions and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.	In the edit profile, the user info can be provided as hints so the user can find what information they would like to change.	3
<b>7. Flexibility and efficiency of use</b> Accelerators – unseen by the novice user – may often speed up the interaction for the expert user, such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.	The logo can be used as a home button so that when the logo is pressed in any page, it will take the user to the home page.	2
<b>8. Aesthetic and minimalist design</b> Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.	a great colour choice and proper placement of input fields.	4
<b>9. Help users recognise, diagnose and recover from errors</b> Error messages should be expressed in plain language (no codes), precisely indicate the problem and constructively suggest a solution.	The user should get a proper error if there are wrong credentials input by the user in the login or registration page. Users should also get errors if they upload the wrong image type or high-resolution image that cannot be saved in the database.	8
<b>10. Help and documentation</b> Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out and not be too large.	A proper documentation explaining the usage of the prototype and the ways to use the prototype effectively.	7