



NOVA SCHOOL OF
SCIENCE & TECHNOLOGY

Interação Pessoa-Máquina

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Pool Tool

Stage n: 6



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Heuristic evaluation problems and their solution:

Lack of consistency:

The titles in our application are meant to be in a bold text style, however a couple were mistakenly left in a normal style. We corrected this mistake and also changed the Portuguese texts to English. The list of actions present in the profile tab were changed to be like the ones on the activities tab, improving visibility.

Cannot go back:

The user cannot go back to the previous by clicking the back arrow button on their phone. We had difficulty implementing this feature, although we prioritized fixing it, we couldn't in time.

No initial balance on account:

This error consisted in a backend mistake, the balance was set to be shown, we have resolved this issue.

Cannot see certain options:

Some options exceed the screen size, we previously solved this by making them all scrollable. Nevertheless, we toned down every font size, so in most cases (higher screen sizes) the options aren't unnecessarily big and can be shown without the user needing to scroll.

UI needs improvement:

Majority of the group was new to Android Studio making the design process a bit of a learning curve. Although we do agree the design could be improved we also believe it looks good for the time that we had to develop it.

Input payment:

Our MbWay form of payment was generic for all usages, we solved this problem by only using what was necessary for each case, thus resolving the problem of giving the user the possibility to input money.

Other problems:

When booking a children's class, the add button led to a wrongly put pop up, we changed it to a correct one.