**Heuristic Evaluation (you can add more subsections to each area)**
**Let's have one done by tomorrow (2/2/18) evening.**

1. Visibility of system status
    a. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
    b. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
2. Match between system and the real world
    a. Specific conflict: Natural order of menu
       Description:While you can reorder the menu on the left, for some reason, virtual machines comes after databases. It seems the natural flow of things should be servers (that you need for databases) should come before databases.
       Severity(1=low, 5=terrible):   1        2        **3**        4        5
    b. Specific conflict: Setup windows
       Description: When setting up a service, like SQL databases, it gives you a trail of breadcrumbs on top and sub-window names on the windows themselves. It seems like the breadcrumbs don't relate to non-hierarchical content. Also, you can't move those subwindows like you can move other windows. You can only close/cancel them, even though they have a title bar area.
       Severity(1=low, 5=terrible):   1        2        3        **4**        5
    c. Specific conflict: Menu area labels
       Description: Menu items are just there without being able to easily see what they are related to (no hierarchy). The menu item for "Virtual machines" is right next to "SQL databases" which is equidistant to "SQL data warehouses".
       Severity(1=low, 5=terrible):   1        2        3        **4**        5
3. Consistency and standards
    a. Specific conflict: Azure portal and Azure Billing are completely different organizations. There is no relationship between their design and orientation.
       Description:
       Severity(1=low, 5=terrible):   1        2        **3**        4        5
    b. Specific conflict: Menu (hamburger) button does not open a menu but toggles whether text is displayed for section on the left.
       Description:
       Severity(1=low, 5=terrible):   1        2        3        **4**        5
    c. Specific conflict: "+"
       Description: When you click on all resources "+" in menu becomes "Add" instead of "New". Then, when adding a SQL database "+" is paired with Create
       Severity(1=low, 5=terrible):   1        2        **3**        4        5
    d. Specific conflict: Add vs Create

Description: In SQL databases you can either "Add" or "Create" Databases, are they the same?
Severity(1=low, 5=terrible):   1        2        **3**        4        5

4. Error prevention
    a. Specific conflict: **You can actually purchase a service without a notification that you will be charged :-(**
       Description: **Create SQL service. If you are on pay-as-you-go, you can set up the server and service and not be told how much the service will cost or that you have actually purchased it**. **There's no confirmation of purchase page**.
       Severity(1=low, 5=terrible):   1        2        3        4        **5**
    b. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
5. Recognition rather than recall
    a. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
    b. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
6. Flexibility and efficiency of use
    a. Specific conflict: Moving items on the dashboard
       Description: While this is a good idea, for some reason you can't hover over where the menubar for the pinned window would be and move the window that way. You have to hover over the window, wait till the bar appears, then select the bar, then drag the window. At which time the customization version of the desktop appears and doesn't disappear when you drop the window into place.
       Severity(1=low, 5=terrible):   1        2        3        **4**        5
    b. Specific conflict:
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
7. Aesthetic and minimalist design
    a. Specific conflict: Left focused
       Description:
       Severity(1=low, 5=terrible):   1        2        3        4        5
    b. Specific conflict: Windows may be off the page
       Description: If you drag a window to the right in the tile manager and then later remove a window in the middle, you'd never know that you still have content off the page to the right.
       Severity(1=low, 5=terrible):   1        2        3        4        **5**
8. Help users recognize, diagnose, and recover from errors

    a. Specific conflict: No undo

      Description: In building anything in the menu, there is no undo option to go back to the configuration before you made a change.

      Severity(1=low, 5=terrible):   1     2     3    **<u>4</u>**    5

    b. Specific conflict:

      Description:

      Severity(1=low, 5=terrible):   1     2     3    4    5

9. Help and documentation

    a. Specific conflict: Information buttons

      Description: little "i"s give relatively little information and don't give you a link to a resource to learn more. To get help, you have to go to the search button, revealing the search bar and then enter the name of the subject you want information on. When you click on an item in the search it will possibly navigate away from what you were designing and need information on.

      Severity(1=low, 5=terrible):   1     2    **<u>3</u>**    4    5

    b. Specific conflict:

      Description:

      Severity(1=low, 5=terrible):   1     2     3    4    5