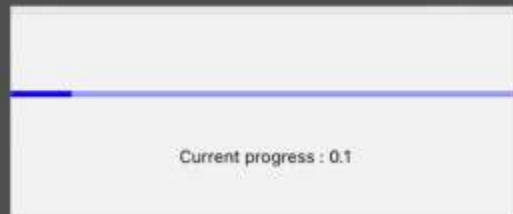
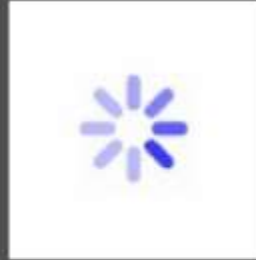


## 1. Visibility of System Status :

### 1. Visibility of System Status:

- The prototype should include elements such as loading indicators, progress bars, or notifications to inform users about the system status. For example, when a user searches for a game, there should be a loading spinner indicating that the system is fetching the results.



## 2. Match between System and the Real World:

### 2. Match between System and the Real World:

The system presents information in a way that resembles the experience users have when interacting with physical retro game stores or online marketplaces. For instance, using familiar terminology like "Add to Cart" and "Checkout" aligns with users' real-world shopping experiences.



## 3. User control and freedom:

### 3. User Control and Freedom:

The prototype allows users to easily undo or reverse actions if they make a mistake. For example, providing a "Remove from Cart" button allows users to remove items they accidentally added.



#### 4. Consistency and standard:

##### 4. Consistency and Standard:

Similar elements across the prototype have consistent design and behavior. For instance, buttons for different actions should have a similar appearance and placement throughout the application.



#### 5. Error prevention:

##### 5. Error Prevention:

Implement validation checks and confirmations to minimize the likelihood of user errors. For example, displaying a confirmation dialog before completing a purchase helps prevent accidental purchases.



#### 6. Recognition rather than recall:

##### 6. Recognition rather than Recall:

Designed the prototype to be intuitive and easy to navigate without requiring users to remember specific actions or steps. For example, providing clear labels and visual cues for navigation options eliminates the need for users to recall where they can find certain features.



#### 7. Flexibility and efficiency of use:

##### 7. Flexibility and Efficiency of Use:

The prototype caters to both new and experienced users by offering shortcuts, quick access options, and customizable settings. For example, allowing users to save their favorite games or customize their search preferences enhances efficiency for experienced users while still being accessible to newcomers.



#### 8. An aesthetic and minimalist design:

## 8. Aesthetic and Minimalist Design:

Designed the prototype with a clean and minimalist aesthetic to avoid overwhelming users with unnecessary clutter. For example, using whitespace effectively and prioritizing essential elements helps create a visually pleasing and streamlined interface.



## 9. Help users recognize, diagnose, and recover from errors:

### 9. Help Users Recognize, Diagnose, and Recover from Errors:

Ensure that error messages are clear, concise, and provide actionable guidance on how to resolve the issue. For example the error message should clearly indicate the problem and suggest steps to correct it.



## 10. Help and documentation:

### 10. Help and Documentation:

While the prototype should aim to be intuitive and user-friendly, it's essential to include easily accessible help and documentation for users who may encounter difficulties. For example, providing a "Help" section with FAQs information for customer support offers assistance when needed.

