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SmartDomotic

Stage 6: Evaluation results

SmartDomotic

Realizado por: **Lab class Nº** 4

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1 Problems pointed out by the heuristic evaluators

The reported problems are essentially related to details, which we don't consider crucial to the application usage. However, the resolution of these problems would improve the usability of the application. The listed problems are the following:

Nr	Problem	Problem Page	Solution
1	Lack of documentation	-	Provide documentation
2	Lack of *undo* operation	Floor plant creation	Allow users to go back to each step during the creation of the plant
3	Lack of pop-ups with information about confirmations of some actions	Not listed	Add more confirmation/error messages
4	Dragging new equipment not intuitive	Floor plant creation	Allow users to add equipment without clicking the button "Introdução de equipamentos".
5	Editor not refreshed while dragging	Floor plant creation	Improve drawing page.

As it was mentioned, we don't consider the problems crucial, due to this prototype not being the last version. As stated in the theoretical classes, the development process should be iterative, and this medium fidelity prototype doesn't resembles 100% to the final version, so it might have some errors and usability problems.

However we think the proposed improvements should help the user experience with the application. Also, the problem number 1, we don't see it really as a problem, because we think all the scenarios could be easily completed by a normal user, without any documentation just the briefing and the scenarios description. This is due to the idea we followed:

"A user interface is like a joke. If you have to explain it, it's not that good."(Mating Leblanc)

Finally, during the development stage, we faced some aspects that could be improved if we kept implementing a real world application. Such as:

- In the plant creation page, the adding of divisions and equipment should be possible to do simultaneously;
- The drawing tools would have to be improved;
- The configuration page should work in a different way. Allowing users not to change just some equipment, but restraining to some divisions. Basically allowing to configure the access to each equipment separately.

2 Design Decisions

First, we should mention that the main technologies used were HTML, CSS and JS. And being this a web application, there is no better way of making a prototype unless using the same tools as the final version.

During all the development process we opted to create easy and intuitive actions. This led to the use of *Bootstrap*, which is a framework to help build responsive web interfaces. Which helps having some consistency in the whole application. Nowadays, most of the websites have similar layouts, due to this tool, so almost every user is familiar with the navigation menus and popup(modals) forms.

For the drawing part, we used the canvas element of HTML5, which allows to create geometrical figures. With a dynamic usage through JavaScript, we could create divisions which are represented as rectangles. And the insertion of equipment, where each one is an image, and those images are dragged into a division.