

Heuristics evaluation

Firstly, I will comment on the wireframe and then elaborate on the heuristics. Based on the wireframe I assume that you were focusing on the basic requirements for now. Therefore, I will be focusing only on those.

1. Option to disconnect from a server

One of the backlog requirements is the possibility to disconnect from a server and after that be able to connect to a different one. I do not see any implementation of this requirement in your wireframe. I advise you to add a button on the board view to simply disconnect and go to the Connect screen where you can input the server address to allow the user to switch between different servers.

2. Dragging cards in between the lists

I believe that the main point of the app is the ability to drag cards in between the lists (for example dragging cards between lists To-Do, Doing, Done) and not only reordering in one list. From the wireframe I only see that you are able to reorder the cards in a particular list and not in between the lists themselves. Thus, I advise you to implement dragging of the cards also between the lists.

Now I will comment on relevant heuristics applicable to your wireframe.

1. Match between system and the real world

From the wireframe I feel like I am able to intuitively do everything that the basic requirements state (other than the points discussed earlier). Words are chosen well and are representative of the actions that you expect from them to do.

2. User control and freedom

From every action there is an “escape”, thus for unwanted actions performed by a mistake there is always an exit button to revert the mistake.

3. Consistency and standards

I feel like you are using standardized keywords and icons throughout all the views, making the app intuitive and easy to use.

4. Recognition rather than recall

From every view of the app, I am confident in knowing what is happening and what actions to perform in order to get done what I want.