

## Problems with the design:

### 1. Not possible to disconnect from a server (related heuristic : 3. *User control and freedom*)

**Description:** There is no option for leaving the server.

**Actual difficulties:** The user is restricted to the server he joined (the one he entered in the connection interface).

**Specific context:** The user might want to leave the current server and join a new one which is impossible since there is no button in the Board Overview to redirect a user to the Connection scene, neither a button for disconnecting from the server.

**Assumed causes:** Not taking into consideration the fact that the user might want to join a different running server to be able to manage tasks in a different environment.

### 2. Not possible to edit the name of the board (related heuristic: 7. *Flexibility and efficiency of use*)

**Description:** There is no option for editing the name of the board.

**Likely difficulties:** A user will most likely be confused if the boards from all servers he joined have the same standard name and will not be able to remember their usages / contents.

**Specific context:** When a user joins multiple servers and creates lists and cards on all of them he / she will want to identify the contents of a specific board by its name such that he wouldn't need to look over each board to find what he is searching for.

**Assumed causes:** Not taking into consideration the fact that a user should be able to join multiple servers.

### 3. Not possible to drag cards between lists (related heuristic: 4. *Consistency and standards*)

**Description:** It is not clear if you are able to drag cards between lists or not.

**Actual difficulties:** A user won't be able to drag a card from a list to another.

**Specific context:** Maybe a user has 2 lists (Doing and Done) and wants to drag a completed task (card) from the first list to the second. Since this isn't possible, he will be forced to delete it from the first list and create a new card in the second list with the details from the deleted one.

**Assumed causes:** An oversight in the functionalities helpful for the user in such an application.

### 4. No warning for creating cards / lists with identical names (related heuristic: 5. *Error prevention*)

**Description:** The user should be warned if he tries to create 2 lists or cards which have the same name with an existing one.

**Actual difficulties:** The user will not be able to discern between two cards that have the same name from the overview (without entering the detailed view for a specific card).

**Specific context:** If a user is not warned before creating 2 cards with the same name this will most likely produce confusion in the future when he visits the board and does not remember the meaning of the cards with the same name.

**Assumed causes:** An oversight in the functionalities helpful for the user in such an application.