Design Satisfaction for “Eight Golden Rules of Interface Design”

* 1. Strive for Consistency
  + The design keeps the color pattern and font consistent throughout all of the designs, promoting consistency through pages. The only inconsistency comes with the warning where a color that conveys danger/warning (red) is used to make sure the users attention is grabbed
* 2. Seek Universal Usability
  + The design stays simple and informative allowing for a wide range of users to be able to interact. By using many visual points of interest it makes it more usable for people with differences in language. The simple design also allows for someone less experienced to be able to navigate similar to how someone experienced with technology would navigate.
* 3. Offer Informative Feedback
  + The user is shown feedback for actions such as selecting their seat and selecting a flight. When the user selects a specific seat, the corresponding seat is show green represent the users action. Choosing a flight will take the user to a page that has details about that specific flight.
* 4. Design Dialogs to Yield Closure
  + The design represents the path to closure through the bottom buttons for each page. After choosing seats the user is prompted to “Continue” implying there is still actions to be done. The next page has a purchase option which implies the user will be taking action to pay for the item. The confirmation page has “Finish” at the bottom representing to the user that this is the final step in the process.
* 5. Prevent Errors
  + The prevention of errors is most seen at the seat selection page. Taken seats are shown as greyed out, unavailable seats are shown as red, and available seats are shown as white. The classification of seats decreases the possibility for a user to choose an invalid seat. If the user ever makes an error there are back arrows at the top of each page allowing the user to retrace their steps and correct the mistake. In the landing page, dropdown menus are used to stop any erroneous inputs from the user in important fields
* 6. Permit Easy Reversal of Actions
  + On the top left of each page an arrow pointing backwards is shown to the user. If the user wants to make any changes or made a mistake in a previous page, they are easily able to go back and reverse any actions
* 7. Keep Users in Control
  + The interface allows for users to input information at the main page and not require continuous re-entry of the same information. The design remains similar across all pages allowing for users to understand what action corresponds with what response. The simplicity also helps the user reach their desired result faster
* 8. Reduce Short term memory load
  + The user is not required to remember large amounts of information, and any crucial pieces of info (such as COVID-19 Risk state) are continually shown to the user when necessary. The design relies on many visual elements rather than many text elements, reducing the possibility of memory overload