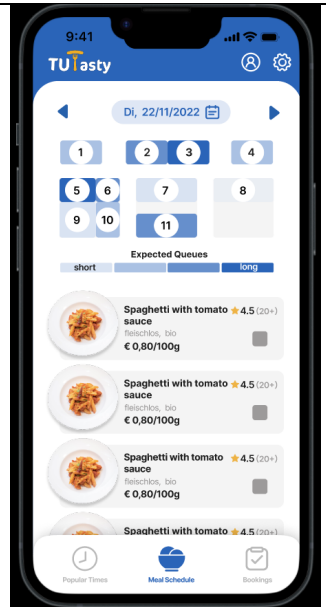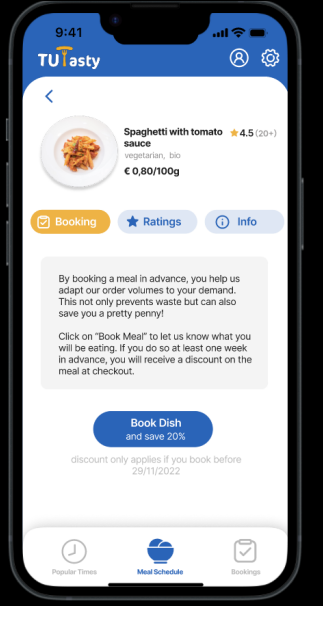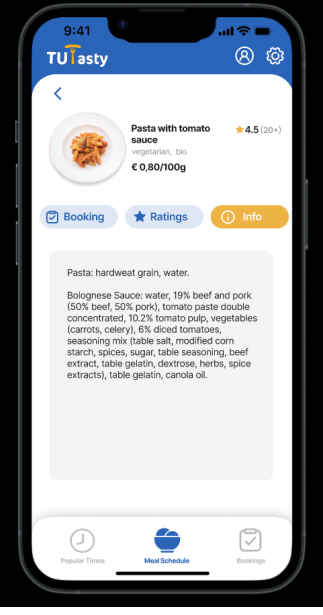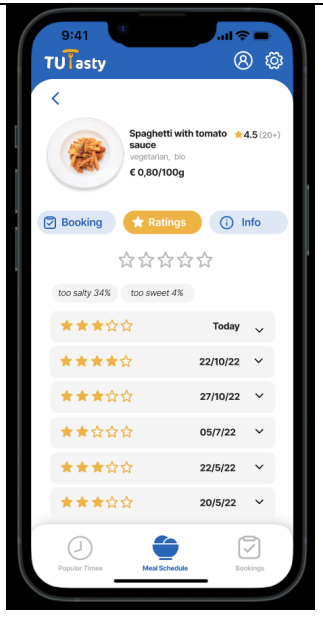# Interaction Prototyping: Heuristic Evaluation

Evaluating group: FunTravel

Assessed product: TUtasty

Graphic Interface	Heuristic Evaluation	Problems/Potential solutions
	1. Visibility of system status	1. No idea how much time needed waiting in queue/Increase the time estimation function to tell the user about the exact time needed for waiting.
	1. Recognition rather than recall 2. Aesthetic and minimalist design	1. In the upper part of the screen, users can get confused about the meaning of the number, dose it stand for the time?/Increase an Introduction function to explain what the expected queues and corresponding number mean. 2. The interface seems like a bit complex to the users, too much information in one screen./ Split expected queues and menu into two different screens.

	1. Visibility of system status	The hashtags of the exact dish are not clear/ Remind users of the specialness of this dish through prominent colors and bold fonts
	1.Visibility of system status	1. Users are more concerning about whether there are raw materials that they are allergic to/ Through prominent colors and bold fonts to remind unsers of potential allergic materials applied for this dish
	1.Aesthetic and minimalist design	1. Users are more concerned about the overall performance of this dish than the specific daily ratings./ Use a line chart to replace the current interface and provide the average score for each quarter of this dish