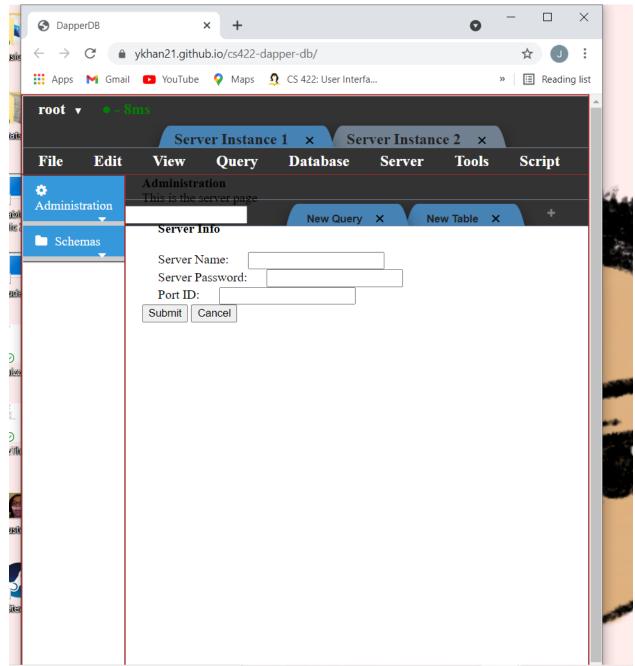
Evaluating Group 8: Dapper DB Prototype

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1) Resizing of the window, if i were to resize the window, the feature overlap and the search bar no longer works.



b)Heuristic: readability,Explorable interfaces

c) Severity: minor

2) Better description for options, I see that there is 2 option in the table, but it just says "option1", "option2", etc. I have no idea what is it supposed to do.Also, why is there 2 dropped down menus with the same thing.

Table Options Option1 V Option1 V

Cloumn Name	Data Type	Etc
Add Column +	Entry 1	Entry 2

Create

Cancel

b)Heuristic: Error Prevention,

c)Severity: major

3) Although not fully implemented, the implementation of the navbar is well done, since people are familiar with it, it is easier for them to navigate between files, etc.



b)heuristic: efficient, metaphors, recognition

c)severity: good

4) The usage of the search bar, also is something users are familiar and very efficient, since its something that is implemented in others similar applications. The addition of the magnifying glass makes it easier for the user to associate the text view with a search bar instead of just having text.



b)heuristic: Metaphors, efficient, recognition

c)Severity:Good

- 5) This is a very minor issue, its the appearance of it, just so its more formatted and pleasing to the eye, align the text boxes here
 - a) B

Server Info

Server Name	»:		
Server Passw	ord:		
Port ID:			
Submit Cance	el		

- b) Heuristic: aesthetics, consistency
- c) Severity: Minor
- 6) Deleting a table and not being able to add another one. I was playing around with it and I see that the user can add new schemas, which is good, but i accidentally ended up closing the "table" tab and I was not able to open a new one. There is no button to add it back, only way to get is back is to refresh the page.

a)





b) Heuristic: Error prevention, default.

c) Severity: catastrophic

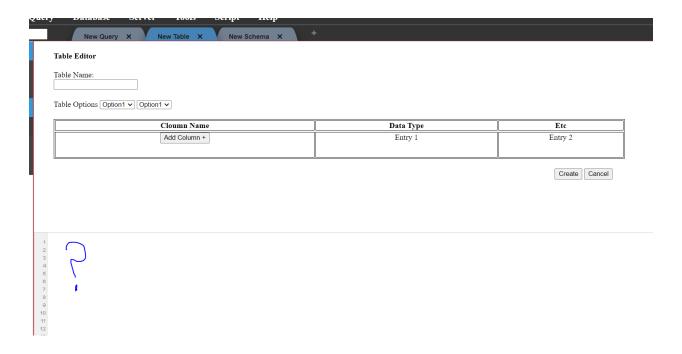
7) Not entirely sure how you guys decide to implement this part, since the schema buttons are not fully implemented. I hope that once you click on it, it will jump to the tab corresponding that schema. If so I think its a good implementation, in case the user has multiple tabs open and can just jump to it if they click the schema buttons in the left side



b) Heuristic: Efficiency

c)Severity: Good

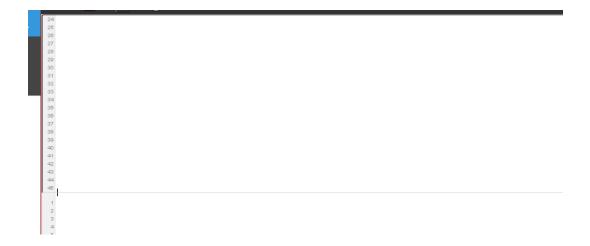
8) For some reason the query section lines appear at the bottom when i switch tabs from query to, table and schema.



b) heuristic: Consistency, anticipation

c)severity: minor

9) No division between these two tables, the cursor goes to the next box if you just keep pressing down. Instead of producing new lines it just goes over the next box and then it scrolls



b) Error prevention, anticipation, Explorable interfaces

c)Severity: Catastrophic

10) Putting the "plus" sign next to an already existing query to add another query make it easier for the user to add another tab

a)

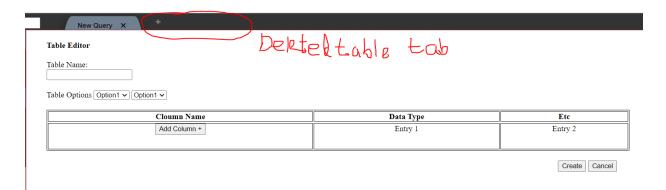


na Editor

- b) Heuristic:
- c) Severity: Good
- 11) Adding too many Queries or schemas just overlap each other instead of resizing and you can't access the other tabs that were made first. Also the play and save buttons get hidden underneath the tabs
 - a)



- b) Heuristic:
- c) Severity: Major
- 12) Deleting the "table tab" when you are in the table tab it still appears in the screen



b)heuristic:consistency, error prevention,

c)Severity: Minor

13) The output is at the very bottom, you can barely see it, and there is stuff that is on top of it, so if you guys can make it bigger that will be great. Otherwise, the user is barely able to see the output

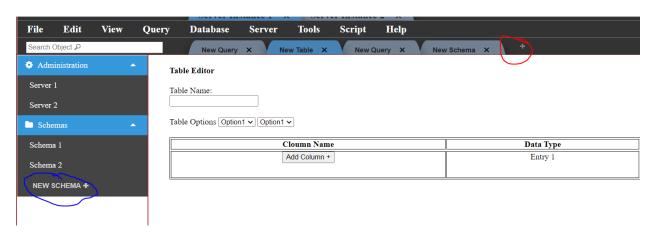
UTPUT

b)heuristic:readability, visibility

c)Severity: major

14) The buttons for new query and new schema are a little bit confusing, the fact that you have the "+" in the side for query, but no label and then there is another button for the "schema" that is label, maybe separating them will help

a)



b)Heuristic: error prevention, consistency

c)severity:minor

15) The color of the buttons are the same as the background color, might be harder for a person to distinguish between them.

a)



b)heuristic: visibility, color c)severity: minor