Game market

UX feedback report

Text

Description automatically generated with medium confidence

10/06/2022 Eindhoven

Version: 0.1

Members:

Lars Kluijtmans: 4220269

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# Version history

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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 0.1 | 10/06/2022 | Lars Kluijtmans | Start making the document | Not  finished |
| 1.0 | 12/06/2022 | Lars Kluijtmans | Finished getting user feedback | Finished |
|  |  |  |  |  |

# Introduction

In this document are the feedback we given by multiple users, after they tested a few functionalities they provided feedback on its design and user-friendliness

# Design Principles

## Visibility of system status

This is implemented to some extent, for example when uploading a image there appears a label “loading…” this is necessary because this uploading of the image may take more then 2 seconds.

## Match between system and real world

A big part of this application implements this idea but some parts don’t like the error messages for example: “password has to be between 1 and 50 char long” the use off the word char is a bit confusing for some, using a word like character or symbol may be more appropriate.

## User control and freedom

There is nothing like this present I this application. You press the delete button hat thing will be deleted there is no going back.

## Error prevention

This is present in the application, for example before entering a username the login button will be disabled. So that a user never accidently ties to login without entering a username, and so preventing errors.

## Help users recognize, diagnose and recover from errors

There are some custom error messages, both from the backend and the frontend. There are not many but for example if you try to make a new account and the username you chose is already taken a clear error message will appear explaining this.

## Consistency and standards

There are many consistent pathogens in the application, there may be some inconsistency with the placement of buttons and their color but I think that everything is pretty clear and easy to understand. There are no real complicated features that may confuse a user.

## Recognition rather than recall

This is not used in this application.

## Flexibility and efficiency of use

There are not many features like this expect the minimum like a navbar. This would have been a interesting thing to have added had I made this document sooner, by maybe adding a feature where the inputs in the search bar is stored and show a user of products that may interest him based on this data.

## Aesthetic and minimalist design

This is used in, for example, the applications page where only the title, price, 1 image and the description of every product is shown.

## Help and documentation

Not implemented

# User feedback

## User 1: Wolfs Esther E.A.C.​

## 

* There is little to no difference between product page and home page.
* There is no option to add or remove a products images.
* On pressing the update button it would be nice get a message confirming the new info has been saved and then being send back to the products page.
* On updating user the information show on the user page is not changed, needed to refresh the page to see updated info.
* CSS looks like trash.
* Overall a good website that does what it needs to do.

## User 2: Khan Mohammad Nazibul M.N.K.​

## 

* Should not be able to update or delete sold products info
* Make separate lists for sold and not sold products
* Check input before updating and adding products
* Add the option to add, update and delete genres for the admin

# Conclusion