

Heuristic Evaluation 1

Interface	Issue	Heuristic	F	I	P	S
First page	Clicked and no feedback about state change on the first page one player or two player buttons	System Visibility	2	3	3	8
	The buttons should look more like buttons	Consistency	3	2	2	7
Main Game	No labels for which keys to use (though immediately used the correct ones)	Help and documentation	4	2	2	8
	Expect a drop before you actually do — sometimes you can walk on thin air	Consistency	3	3	2	8
	Make gravity a bit lighter so that it is less difficult initially	User control and freedom	2	2	2	6
	You can't see the scores	Visibility of system status	4	2	2	8