

Heuristic Evaluation

According to the principles of heuristic evaluation, these are the heuristic evaluation tests that are satisfied in the implementation of our project hangman

1. Visibility of system status

Our project hangman shows every small details such as number of wrng attempts made, number right guesses, number of moves left and many other details to the user at every state of the game from the start to th ending point. There is a clear navigation of what the user needs to be done or can choose at every instance.

2. Match between system and the real world

The attributes and values of options given in the project are all real life oriented categories which makes it easier for the user to understand and guess the game to proceed through.

3. User control and freedom

User has the freedom to choose their option at any point of the game without having to make an extended version of exits or playing the game again or choosing to enter the main menu

4. Consistency and standards

As it is an easy game which does not really involve any logos, also having all the basic necessary marks to be standard and consistent throughout the game.

5. Recognition rather than recall

There is no need for a recall as the system is easily recognizable just through a click ahead.

6. Flexibility and efficiency of use

The game acceleration is very smooth making it convenient for both experienced and new users to interact with gaming interface.

7. Aesthetic and minimalist design

There are no extra unit of information that might end up competing with the relevant units of information that may diminish its relative visibility.

8. Help and Documentation

There is no documentation needed except for the user name making ultimately easier and fun to play through.

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