

# Heuristic Evaluation

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## 1 Introduction

MyFridgeApp is an application that keeps track of the inventory within a user's fridge/pantry, serves as a tool to suggest possible recipes, helps avoid wasting food (due to food expiring) and helps organize meals for users, as required.

## 2 Method

### NEILSENS HEURISTICS

- 1 Visibility of system status
- 2 Match between system and real world (Speak the user's language)
- 3 User control and freedom (Clearly marked exits)
- 4 Consistency and standards
- 5 Help users recognize, diagnose, recover from errors
- 6 Error prevention
- 7 Recognition rather than recall
- 8 Flexibility and efficiency of use
- 9 Aesthetic and minimalist design
- 10 Help and documentation

### SEVERITY RATING

- 0 = I don't agree that this is a usability problem at all
- 1 = Cosmetic problem only: need not be fixed unless extra time is available on project
- 2 = Minor usability problem: fixing this should be given low priority
- 3 = Major usability problem: important to fix, so should be given high priority
- 4 = Usability catastrophe: imperative to fix this before product can be released

## 3 Findings

### [H-4 Consistency] [Severity 2]

- Triangle, circle, and square buttons in black bar at bottom of every app screen. Thought the triangle button would be 'back' button, circle 'home' button, and square something else. But it appears to be purely cosmetic, and confusing when trying to locate the actual buttons at the top of the app
- Minor problem because was probably just part of the template from proto.io. Still should be fixed at some point to minimize total # of buttons on screen and to not confuse user

- Fix by either choosing different template or getting rid of top buttons and using template buttons as your actual buttons

### [H-3 Control] [Severity 3]

- Need clarity for control flow. In Inventory need an undo button after you add something to the inventory. When you add something to Shopping List sections, should be a confirmation that it was added, and an undo button in the menu.
- High priority because it is important for user to have control over undoing and redoing an action, especially when adding to Inventory or adding a Shopping list.
- Have an undo button in Inventory after you've added something. Have one for each new added item in the Inventory. For Shopping List have sub menus such as 'Recently added' and an undo feature.

## 4 Summary

Most of the usability problems had to do with control flow. Inconsistency of the 'back' button: where it would take you back to, and its location in comparison to the 'add' button – 'back' is always top left and 'add' is bottom right.

The View, Lists, Cook, and Friends bar at the bottom works really well for control flow and helped me navigate when I got lost in certain sub menus.