INTERFACE	ISSUE	HEURISTIC(S)	FREQUENCY (0-4)	IMPACT (0-4)	PERSISTENCE (0-4)	SEVERITY
GAME SCREEN	No tutorial or instructions	Help and documentation	4	3	1	2.67
GAME SCREEN	The game does not provide adequate error detection and correction mechanisms.	Error prevention and correction	3	4	2	3
GAME INTERFACE	The platform and view are too small	Legibility and flexibility	4	2	2	2.67
GAME MENU	Unclear menu	Ease of learning	2	2	3	2.3
RULES OF THE GAME	The rules are unclear	Ease of learning	2	4	2	2.67
GAME FEEDBACK	No win feedback	feedback	3	3	3	3
GAME FEEDBACK	Cannot undo operation	reversibility	2	4	2	2.67

GAME SCREEN	No background image	Aesthetic and minimalist design	2	1	1	1.3
GAME OVER SCREEN	No score feedback	Feedback	3	1	2	2
GAME SCREEN	No pause or save option	User control and freedom	2	4	2	2.67

That is our game based on the heuristic evaluation of Nielsen's 10 heuristic evaluation criteria

Nielsen's 10 heuristics are a set of commonly used standards for evaluating the quality of interface design. These standards were developed by Jakob Nielsen and Rolf Molich in the early 1990s and have been widely applied in user interface evaluation and design.

The following are Nielsen's 10 heuristics for interface evaluation:

1.Visibility of system status: The system should provide clear feedback and status indications to help users understand the operations and status of the system.
2.User control and freedom: The system should allow users to explore the interface freely and support operations such as undo, redo, and cancel.
3.Consistency and standards: The system should maintain consistent interface design and interaction methods to help users understand and predict the results of their actions.
4.Match between system and the real world: The system should use familiar vocabulary, terminology, and symbols to match the user's knowledge of the real world.

5.Error prevention: The system should provide useful error messages and operation confirmations to help users avoid mistakes and erroneous inputs.

6.Feedback: The system should provide clear, visible feedback to inform users that their actions have been successfully executed or that an error has occurred.

7.Flexibility and efficiency of use: The system should support users in using multiple operation methods in different contexts to improve efficiency and productivity.

8.Aesthetic and minimalist design: The system should maintain a simple, beautiful interface design, avoiding visual clutter and distractions.

9.Help users recognize and recover from errors: The system should support users in identifying and solving errors and problems and provide useful help and documentation.

10.Help and documentation: The system should provide useful help and documentation to support users in completing tasks and solving problems.