Heuristic evaluation feedback

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Interface | Issue | Heuristic(s) | **F**requency 0 (rare) to 4 (Common) | **I**mpact 0 (easy) to 4 (difficult) | **P**ersistence 0 (once) to 4 (repeated) | Severity = **F** + **I** + **P**/3 |
| In game | Jumping while moving stops the players movement | User control and freedom | 4 | 3 | 4 | 3.6 |
| Before game | Need instructions | Help and document | 4 | 4 | 4 | 4 |
| In game | Hearts have no function – lives does not work | visibility | 4 | 2 | 2 | 2.6 |
|  |  |  |  |  |  |  |
| Before game | Sometimes, it will be game over even if I did not start a game. | visibility | 1 | 3 | 2 | 2 |
| In game | It is difficult to know which directions that I move | User-control or visibility | 4 | 3 | 3 | 3.3 |
|  | If I keep jumping, I will survive forever | User control | 4 | 4 | 3 | 3.3 |