

## Evaluation

The following table contains the heuristics to be evaluated and the Nielsen's Severity Ratings:

Heuristics	Nielsen's Severity Ratings
1) Visibility of System Status 2) User Control and Freedom 3) Consistency and Standards 4) Error Prevention 5) Recognition rather than Recall 6) Help and Documentation	1) I don't agree that this is a usability problem at all. 2) Cosmetic Problem Only: Need not be fixed unless extra time is available on project. 3) Minor Usability Problem: Fixing this should be given low priority. 4) Major Usability Problem: Important to fix, so should be given high priority. 5) Usability Catastrophe: Imperative to fix this before product can be released.

### Visibility of System Status

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	Minor Usability Problem: Fixing this should be given low priority	The instructions could be made available in the menu
The player should have the ability to skip dialogue	Minor Usability Problem: Fixing this should be given low priority	Show a small indicator that the dialogue can be skipped
The process of making the energy drink will always be the same	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The menu where the crafting mechanic is could have a single "make" button for all drinks
A prompt should appear before quitting the game and before moving through stages	Minor Usability Problem: Fixing this should be given low priority	The prompt should have a message to the player asking for confirmation
Have the required ingredients to make the energy drink listed on the screen	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The ingredients could be in the top right, below the amount of lives the player has
The player should be able to go into the menu and see the current objectives	Minor Usability Problem: Fixing this should be given low priority	The objectives should be clearly visible when the player pauses the game

## User Control and Freedom

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	I don't agree that this is a usability problem at all	No recommendation
The player should have the ability to skip dialogue	Minor Usability Problem: Fixing this should be given low priority	A skip button should be available so if the performs an action which involves dialogue by accident, it can be skipped
The process of making the energy drink will always be the same	Major Usability Problem: Important to fix, so should be given high priority	The ingredients could spawn 30 seconds after being collected, this will prevent softlock
A prompt should appear before quitting the game and before moving through stages	Minor Usability Problem: Fixing this should be given low priority	The prompt can have a cancel button so if the player does not want to quit or move to the next stage, they can undo it
Have the required ingredients to make the energy drink listed on the screen	I don't agree that this is a usability problem at all	No recommendation
The player should be able to go into the menu and see the current objectives	I don't agree that this is a usability problem at all	No recommendation

## Consistency and Standards

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	Minor Usability Problem: Fixing this should be given low priority	Icons for the objectives should always be the same
The player should have the ability to skip dialogue	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The icon to skip the dialogue should be always in the same place
The process of making the energy drink will always be the same	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The crafting system should always be the same for all drinks
A prompt should appear before quitting the game and before moving through stages	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The prompts should always have the same messages
Have the required ingredients to make the energy drink listed on the screen	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The ingredients could be on the same place on the UI
The player should be able to go into the menu and see the current objectives	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The objectives should always have the same font, size and colour

## Error Prevention

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	I don't agree that this is a usability problem at all	No recommendation
The player should have the ability to skip dialogue	Major Usability Problem: Important to fix, so should be given high priority	The dialogue could be stored in the diary, the player can go back and see if he skips it by mistake
The process of making the energy drink will always be the same	I don't agree that this is a usability problem at all	No recommendation
A prompt should appear before quitting the game and before moving through stages	Major Usability Problem: Important to fix, so should be given high priority	To prevent users from accidentally pressing the "Previous Stage", the character should spawn outside of the warp zone
Have the required ingredients to make the energy drink listed on the screen	I don't agree that this is a usability problem at all	No recommendation
The player should be able to go into the menu and see the current objectives	I don't agree that this is a usability problem at all	No recommendation

## Recognition rather than Recall

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	Major Usability Problem: Important to fix, so should be given high priority	When the player is close to the end of the level, an icon for the button should appear
The player should have the ability to skip dialogue	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The dialogue box could make the skip button brighter after a few seconds
The process of making the energy drink will always be the same	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The buttons should be clearly labelled
A prompt should appear before quitting the game and before moving through stages	I don't agree that this is a usability problem at all	No recommendation
Have the required ingredients to make the energy drink listed on the screen	Minor Usability Problem: Fixing this should be given low priority	The ingredients should be displayed not only on the menu, but also as part of the UI
The player should be able to go into the menu and see the current objectives	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The diary should show the current objectives, minimising the user memory load

## Help and Documentation

Task	Issue	Recommendation
Making sure the player knows how to interact with the project	Minor Usability Problem: Fixing this should be given low priority	The settings should have a section where the interactions are displayed
The player should have the ability to skip dialogue	Minor Usability Problem: Fixing this should be given low priority	The settings should have a section that says what the skip button is
The process of making the energy drink will always be the same	Minor Usability Problem: Fixing this should be given low priority	The diary should have the steps labelled for the user
A prompt should appear before quitting the game and before moving through stages	I don't agree that this is a usability problem at all	No recommendation
Have the required ingredients to make the energy drink listed on the screen	Cosmetic Problem Only: Need not be fixed unless extra time is available on project	The diary should explain everything that is on the UI
The player should be able to go into the menu and see the current objectives	Major Usability Problem: Important to fix, so should be given high priority	Objectives should show up in the menu in case the player forgets what he was supposed to do next