## Evaluation

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

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| 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

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| 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

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| 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

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| 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

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| 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

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| 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

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| 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 |