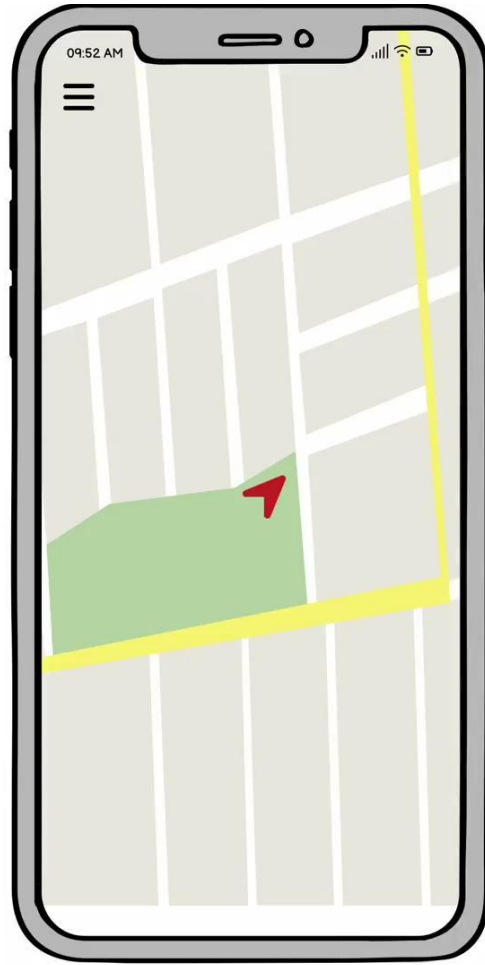# Assignment 3 Presentation

Group: Androids

Video Prototype

Heuristics

1	We don't like how difficult it is to determine what stage in the application you are in, i.e. it isn't clear how to get back to the current page in the future.
4	We don't like how the settings button on the menu page is not the very last one at the bottom of the list. Following conventions will make it easier to find the settings page.
5	We don't like that the buttons for "Leave Parking" and "Directions" are not arranged in chronological order. It would be more intuitive if the buttons were arranged from left to right based on their most likely order of use.

Heuristic rules:
1. Visibility of system status
2. Match between system and the real world
3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Recognize, diagnose, recover from errors
10. Help and documentation

Heuristics

6	We don't like the label "Homeowner" in the menu screen. It should encourage recognition with a more descriptive name such as "Homeowner Dashboard" or even "Dashboard".
6	We don't like the icon used for "directions" back to the car. It should feature a pedestrian icon to make it obvious this is to be used when walking back to the vehicle.
8	We don't like that the side menu is unpleasant to look at, and while the layout is simple it is almost too dull. Also, why do some labels have icons and some don't?
9	We don't like how the current system to determine if you're parking or not parking works. Currently, there is risk of the user forgetting to click on "Leave Parking", resulting in them being charged more.

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Heuristics

2	We like that the map is a direct representation of the real world and it is the main focus as soon as we enter the app.
4	We like that we can easily understand where to find the menu from the main page since the 3 bars icon and its position at one of the upper corners of the layout is a very common industry standard.
5	We like that the user is prompted for confirmation when doing an irrecoverable/not undoable action.
6	We like that leaving the menu page is done by clicking or swiping the visible portion of the map on the side of the screen. This encourages recognition and feels intuitive.
9	We like the intuitive placement of the back button, at the top left of most layouts. This makes it easy to revert to a previous page in the case of a navigation error.

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10. Help and documentation

Thank you!

Any questions?

Aran

Arfaz

Henry

William

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