

# Heuristic Evaluation

For each heuristic, you should cite one example in your wireframe either illustrating how the heuristic suggests an improvement, or pointing to a design decision you made that supports the heuristic. You must evaluate *at least 8* of these.

## 1. Fitt's Law

In order to lessons the difficulty of navigating between different pages, we designed the navbar on the top of the screen. Then, users have a clear idea of where they should quickly point. We also designed that when the cursor is hovering on the username, a scroll-down column would appear which lessens the difficulty of navigation.

## 2. Speak the User's Language

When a user searches for a Freet using the author's name, user-friendly error messages are clearly listed below the search box. Another example is that when an original freet is deleted by the users, all the Refreets will display "Oops, the original Freet has been deleted!" instead of displaying the original HTTP error code.

## 3. Consistent Naming & Icons

I used some common icons from Font Awesome library for refreeting, upvoting, deleting, and editing. These icons are easy to understand and align with the intention of the button. But I didn't find appropriate icons for creating a post and search, which minimized the consistency.

## 4. Information Scent

We set the username together with an upside-down triangle as a hint for users to find user-related information/pages.

## 5. Accelerators

All common uses of Fritter like viewing, upvoting, refreeting, and following are centered on the freet page. All the user-related information is centered on the profile page.

## 6. Keep Paths Short

I kept paths short by allowing users to directly edit the original freet. No new view page or component is used when users are editing their Freet. They simply edit the text where it is on the page, which reduces the number of steps/redirects to edit. Also,

## 7. Undo & Cancel

Users are allowed to revoke an upvote and unfollow by clicking through the original buttons in case they accidentally conduct the actions or they change their mind.

## 8. Anticipation & Context

In our design, buttons for Freet operations like editing and deleting only appear when the current user is the owner. On the profile page, users can manage aspects related to their account in one place. They can revoke upvotes, cancel following, and delete/edit freets/refreets. Thus, actions are made available based on the context of user account management.