Heuristic Evaluations Final Project

Visibility – Users are always informed of where they are in the website and what they must do next.

Match between system and real world – UI design is simple and brings elements that users would be used to from other modern websites like the sign up being in a pop up screen without having to reload the page.

User Control and Freedom – There are easy escapes to most things either through back buttons, clicking outside of field (for sign up and payment details) and clicking home to go back to home page. Something I realized though was that there’s no way to go back to saved credit cards when paying logged in and you choose to pay with a new card.

Consistency and standards – Performing similar actions is consistent throughout the website and event he design is consistent.

Recognize, diagnose, recover from errors- Error messages tell you exactly what you’re doing wrong and is simple to simply fix the user’s error.

Error prevention- Pretty hard to make an error other than the payment page however that is only a visual error. We do however need to specify which fields are required to prevent the user from making errors on their input.

Recognition rather than recall- All the actions you can do in the page are always visible or have a button that says exactly what its supposed to do on it.

Flexibility and efficiency of use – what are accelarators

Aesthetic and minimalistic design – Very minima design where only important and relevant elements are visible

Help and documentation – Tool tips are provided for the payment pool table however no other help is provided other than to provide information of why we need certain information when signing up.