- Due to our ticket purchase / payment screen being full screen, there is no other way to escape from unexpected locations other than pressing the home button on the front page. So the user control and freedom heuristics is violated to a degree in this system.

- We do have generic messages to help users identify their error, but more specific messages could be beneficial to help the users determine their source of error. (violate Help users recognize, diagnose, recover from errors)

- We didn’t design our system to include any help systems (such as online tutorial or speaking to representative) or include any documentation on how to use our system. Also there was no indication of price of each type of ticket. the user had to buy 1 ticket of each type of find out their individual price. Also, there is no indication in seat selections that white seats are available seats and red seats are reserved seats. Users have to click to try to find out. (violate Help and documentation)

- For the food/drink page, the user no longer has access to the total amount of money they’ve spent at the purchase ticket screen. They won’t know the total amount they’ve spent until they reach the payment screen (violate visibility of system status)

- In our prototype, we didn’t implement a system for catching empty inputs on the card information screen, so there could be a potential error occurring in that page (violate error prevention)

- We didn’t implement a number input for tickets/food purchase, this could potentially slow down customers trying to purchase these items since they are required to press the +/- buttons. (violate flexibility and efficiency of use)

- The seat button beside show-times may not be recognized as a clickable button since there is no indication when users hover their mouse over it. This could be a violation of (recognition rather than recall)

- The purchase details on the pay with credit card page looks like any other button that leads you to the next screen, also the Now Playing sign looks like a button, however, it is un-clickable. Slight inconsistency here (violate consistency and standard).