

Team member

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Our prototype follows a lot of the points in Ben Shneiderman criteria for example:

1. Strive for consistency, our prototype use the same fonts in all screens and use the same style for every buttons, buttons that dose the same kind of task have the same name.
2. Design dialogue to yield closure: the transition of our prototype dose that in a way since every click on button take you to a screen that literally define the button.
3. Reduce short-term memory load: our prototype is very simple and ever screen has limited number of elements.

limitations of the application that the prototype do not contain:

1. Informative Feedback
2. Error handling
3. Support internal locus of control