

## Summary of Heuristic Evaluations

Category	Description
1	Important problems to be fixed before stage 4 deadline
2	Less important problems to be fixed before the final presentation
3	Suggestions to be taken into consideration for future projects

Category	Heuristic Violated	Description	Suggested Fixes	Severity Rating
1	Help and documentation	<ul style="list-style-type: none"> <li>- There does not seem to be any sort of (easily accessible) tutorial or instructional menu. This makes a lot of functions on this become trial-and-error.</li> <li>- As someone not at all experienced in bouldering, I was a bit confused by the terminology of "problem" and "grades" used</li> </ul>	<ul style="list-style-type: none"> <li>- There should be some form of instruction/support page available</li> </ul>	3
1	Match between system and the real world	<ul style="list-style-type: none"> <li>- The system makes use of Rock-Climbing specific terms. While these made contextual sense, a complete beginner may be overwhelmed or confused with these terms.</li> </ul>	<ul style="list-style-type: none"> <li>- Include a help link that explains the specific terms used in the app</li> </ul>	2
1	Help users recognize, diagnose, and recover from errors	<ul style="list-style-type: none"> <li>- There does not seem to be a way to delete a comment/review or a post.</li> </ul>	<ul style="list-style-type: none"> <li>- Option to delete comments/reviews</li> <li>- Option to delete posts</li> </ul>	2
2	Visibility of System status	<ul style="list-style-type: none"> <li>- The prototype underlines the selected option. This is feedback, but it can be hard to notice.</li> <li>- The title bar "View" is not very descriptive. The user doesn't know what the list contains. On the filter page, the apply button takes two clicks to continue. This also occurs in the "New Problem" page with the submit button.</li> </ul>	<ul style="list-style-type: none"> <li>- More obvious underlining/bolding or even highlighting the option would be beneficial.</li> <li>-A more descriptive title bar</li> </ul>	1
2	User control and freedom	<ul style="list-style-type: none"> <li>- One issue I noted was that the buttons themselves don't have any defined bounding box around them. It is hard to see where the area for clicking option A ends and the area for option B starts.</li> </ul>	<ul style="list-style-type: none"> <li>- Something to rectify this may be a faint outline around buttons</li> <li>-larger UI buttons</li> </ul>	2

		<ul style="list-style-type: none"> <li>- UI buttons are sometimes too small. For example, the submit and cancel buttons in the Create Problem screen. Same goes for the select grade(s) and rating(s) buttons in Sent and Filters.</li> <li>- It would also be nice to have a back button in settings/profile or a dedicated button to get back to View Problems.</li> <li>- There are some functions that are not undo-able. For instance, after submitting a problem, there does not seem to be a way to remove such problem. Clearly marked "outs" to leave are well made, well-placed, and exist for all but a couple pages.</li> <li>- Finding pages through the hamburger menu can get annoying. On some pages the hamburger menu doesn't work (Find Gym page sometimes doesn't). Not all download buttons work on the "View" page (Extremely Hard Problem). This is probably just missing a link. Some pages don't have a back button.</li> </ul>	-Buttons to allow for undoing of actions	
3	Error Prevention	- Larger UI buttons for rating and grade would help prevent error here.	- Create bigger UI buttons to prevent user error	2
3	Flexibility and efficiency of use	- One way in which the system does this well is regarding comments. It allows you to comment directly from the search page, while also allowing you to select a route and navigate to comments within a submenu.	- An improvement here would be to have simply icons for all the functions (comment, submit, attempt, and rating) to allow an experienced user to easily get to these functions	2
N/A	Consistency and standards	- This system is very consistent in how it looks and feels. The word choice is consistent, similar options do similar things, and it makes use of already common conventions such as a hamburger menu.		0
N/A	Recognition rather than recall	- The system makes use of a lot of common and intuitive conventions such as back buttons and hamburger menus. This means that		0

		a user does not have to learn any app specific vocabulary or knowledge in order to navigate it		
N/A	Aesthetic and minimalist design	- This is handled well by the system. There are no cases in which there is superfluous or useless info, while still being very clear about what is going on.		0