# Heuristic Analysis

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## Consistency

The app maintains a consistent transition while the user navigates through the app. Styles, format, color, and icons kept a similar representation for the system. This will be easier for the user as there is not too much shift in tone or context in order for the user to not become confused while using the app. Prototype testing with user was done but no issues were raised while it was being conducted.

## Better representation for Statuses

The app is designed to inform the user of current conditions of their hydroponics system. The user will be able to see live data of what the sensors are sending and whether or not the sensors are off or on. Though this is done adequate, users identify that there is a lack of color coded representation for statuses. For example; when the user tap on the turn off button, to disable the sensors of a specific section of the hydroponics system the text will shift from "turn off" to "turn on". If the user opens the app again they may not know whether the sensors are on or off right away. Implementing color codes in the UI can be a better quality of life experience for the user.

## Design Format

The app design is very minimalistic and doesn't require the user to more than necessary. The app utilizes a tile-like environment where the user can easily read and understand, as well as, tiles and icons are big enough for them to identify what each represent for them to tap as they go through the app. Users find the app to be clean and simple as they navigate through the it. They did not have major issues from the design of it, but it lacks some color in the background.

## Efficiency and Flexibility

The app UI was developed for quick and easy use. User will be able to catch on quickly on how to navigate through the UI, making it welcoming to them. Issues that was raised were that when the user presses the save button for the scheduling, they should be send back to the previous screen so that they will know that their time was saved.

**Error Checking**

  Lack of specific error checking was constantly raised when the user will navigate through the UI. Though the app has error checking, pop up screens such as a confirmation box for when the user is turning on or off the sensors as a way of two factor confirmation in the event they accidentally tap on it. Adding a pop up to show the amount of time the user has when they inputted their scheduling time for them to see if they need to change the time in the event it is too short or long.

**Help Features**

The app UI is designed for the user to pick up quickly on how to navigate through the app and use its features. It is mostly self-teaching and a quick study for the user to mitigate the need of having a long tutorial. Even though the UI does this very well, having a help tab where the user can quickly learn to navigate is an adequate quality of life in the event there is such a user.