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Heuristic evaluation

This Heuristic evaluation was conducted online. 3 testers were all given a link to use the prototype.

Visibility of system status
The users were aware of most of the system operations one tester pointed out that there was no message too let them know when they had committed a schedule if it actually worked.

Match between system and the real world

The testers all said that there was a good use of language and pictures to allow the users which will primarily be farmers and home garden's too know what each button is for and what is happening on the screen.

User control and freedom
The testers said that they could easily navigate backwards through the app using the back button on the top left-hand corner. Two of the testers pointed out that it was slightly difficult for them to find the scheduling tab.

Recognition rather than recall
All of the testers said that due too the pictures and words we used on the screen they could easily recognize what to do.

Flexibility And efficiency of use
The app was found to be very efficient and users could quickly navigate too different parts of the app however one tester pointed out that it took a little longer too get too the scheduling tab if he was checking the water level sensor's data.

Aesthetic and Minimalist Design
All of the testers said that the design was well suited for the target audience. They said that some of the places were we had grey buttons were bland but all of the other colours were good.

Help Users Recognize, Diagnose, and Recover from Errors

The testers said There was usually a way to undo something that they could have done by accident. So this was handled well.

Help and Documentation

There are some instructions on what to do in some parts of the app however all the testers said that they would have liked it too have more documentation on how too use features such as the scheduling system.