

<b>Rules of Thumb</b>	<b>Is this rule being applied? How so?</b>	<b>Is this rule violated? How so?</b>	<b>How can this rule further improve usability, utility and desirability?</b>
1. Visibility of system status	Yes. The different states in the system are communicated to users effectively	No	Users would not be in a state of confusion when using the app as to what page they are on
2. Match between system and the real world	Yes. The user is familiar with languages and concepts used in the app.	No	It makes sure that the application is easy to use as users are familiar with similar systems
3. User control and freedom	Yes. Users have the freedom to back out of actions and make changes to decisions	No	This makes the app more desirable as costumers know they can always make changes to their action so they don't have worries about making mistakes
4. Consistency and standards	Yes. The languages and actions used are consistent with other applications in the world.	No	This also fosters usability as users are familiar with other applications that use a similar languages and processes
5. Error Prevention	Not at all times. Some processes do not cover the cases for when the user makes an error e.g the wrong card number is typed in	Yes	Being able to detect error would help users to know when they have made a mistake when carrying out an action.
6. Recognition rather than recall	Yes. Information required to use the app remains visible for the user	No	This makes the app easy to use. Users do not have to search for a long time to find something they are looking for
7. Flexibility and efficiency of use	No.	Yes. There are no shortcuts to carry out a task. Processes to carry out a task are designed in one way.	This would improve utility as expert users would be able to carry out actions speedily
8. Aesthetic and minimalist design	Yes. There is no unnecessary information	No	This enhances the desirability of the app as users stay way from designs that are not minimalist in nature. No one likes an

			interface with so much irrelevant information that makes it hard to use.
9. Help users recognize, diagnose, and recover from errors	No.	Yes. The prototype does not showcase any sample of error messages coming into effect	Being able to detect error would help users to know when they have made a mistake when carrying out an action.
10. Help and documentation	Yes. It is easy for the user to find how to get help.	No	This makes the app easy to use as users are able to get help easily immediately they need it.

Evaluator: David Akobundu