

# **Critique 2 of SlotHunter**

for Team Next Door

by Random Engineers

# Overview and Concepts

- The overview explains the basic purpose and goal of your application.
  - Could be more fleshed out, ie talk about scope.
- Concepts could use more elaboration
- Could perhaps discuss who the users are
  - Small groups of people / Large groups
  - Friends (why would they want to hide calendars)
  - Acquaintances
- Context Diagram:
  - Perhaps could show the Users meeting
  - A meeting could be a concept / it is the basis for the app
- Concepts:
  - Isn't a calendar a major concept?
  - What is a preference? Based on available times for everyone / or is it based on your own?
  - Is it before or after free times are found?
- Data Model:
  - Looks good

# Behavior and Challenges

- Great wireframes
- Fantastic views. Very simple, clean, and well organized. Alignment and colors are sharp.
- Your app is simple, but I'd like to see more discussion of the nuances of your features.
  - Good discussion of design challenges. Did any additional challenges pop up during implementation?
- Features:
  - What updates do notifications provide?
- Security Concerns:
  - It would be nice to see mitigations to the specific potential risks that are outlined
- Design Challenges:
  - Perhaps introduce more behavioural challenges rather than only implementation challenges
    - Perhaps discuss why you want preferences
    - What is the difference between groups and events
- User Interface
  - Feels overly sparse; felt lost at times when trying to figure out how to use the system
  - Needs more cues and instruction in how to use the application

# Final Remarks

- Great start - code is well-structured and clear
- Layout is sharp: alignment and spacing great
- UI needs more cues and flow instruction
- The concept scope can be more specific
  - Who is this targeted for?
- Clear next steps, excited to see final product