

Dime												
Nielsen's Heuristic	Pros						Cons					
	Description	Severity	Frequency	Impact	Average	Ranking	Description	Severity	Frequency	Impact	Average	Ranking
1 Visibility of System Status	It is clear what each screen the user is on and what the purpose is. There is clear communication to the user what the state of the system is and this is done through subheadings and titles. Feedback is given to the user almost immediately and if not, feedback is only a click or two away. E.g: Budget summary can be expanded to a more in depth overview by one click.	4	4	4	4	1	Despite the use of success statements throughout the system, when these occur the highlight in orange of the menu bar disappears. I believe that this should be included as it appears on the previous screen and doesn't necessarily make sense that this highlight randomly disappears. To ensure the heuristic of visibility is fully met this should be incorporated.	2	3	3	2.666666667	5
2 Match Between System and Real World	Text is mainly broken down into that of the user, furthermore the use of icons helps the user with familiarity. Information is in a clear hierarchy. E.g: The expensive overview (one of the most important) screens is the first thing the user sees when they sign in. The use of arrows (> and +) helps the user understand that clicking on this will take you to a new page.	4	4	3	3.666666667	2	There are a few terms within this system which users may struggle to understand. E.g: "Split" and "Settle". I believe that these should be reduced to more commonly used terms, or a better explanation of them is required as not all users of the system will be familiar with financial terms like these.	4	3	4	3.666666667	3
3 User Control and Freedom	There is a clear arrow on the top left of most screens, so if the user makes a mistake there is an "emergency exit" which allows the users to fix their mistake simply. Moreover, the hotbar at the bottom is constant throughout the system so the user can easily change screens should they go onto the wrong one.	5	3	4	4	1	There is no option which is clearly accessible to the user to delete an expense if this is incorrectly made.	5	3	4	4	2
4 Consistency and Standards	This financial system is very consistent in both the visual and technical aspects. The colour theme is prominent throughout and the use of the colour orange as a highlight in the menu bar successfully allows the user to see where they currently are. In terms of the technical aspects all actions do what they are expected to do. E.g: The back arrow takes you to the previous screen.	5	4	2	3.666666667	2	Currently, the main button in the menu bar, the plus sign is predominantly a dark green, however when the user is on some screens this changes to an orange. Consequently, a user may be confused by this change in consistency and wonder whether it now has a different purpose.	2	2	3	2.333333333	6
5 Error Prevention	This systems successfully utilises success messages as a way of error prevention. These screens ensure that the user realises that what they have currently inputted is correct and therefore the risk is prevented of them reinputting the same information which may cause an error.	3	2	3	2.666666667	4	Within this system there is the ability to request payments from others. However, it is possible that a user may make a mistake when doing this and currently there is no way for a user to fix this, i.e: unrequest the payment.	4	4	5	4.333333333	1
6 Recognition rather than Recall	Recognition is effectively used throughout the system as below each category in overview the user is able to see how much money they have spent rather than having to recall this. Additionally, the use of the menu bar at the bottom helps the user to identify that this is the primary navigation system and therefore the user does not need to recall how to access each part of the system.	3	3	2	2.666666667	4	The use of icons can be a beneficial aspect of an app however, in this system there are a few icons which I cannot easily identify what they do. An example of this is in the add expense with the two icons next to today. This currently means that the user will have to recall their purpose. These should be changed so that the user can rely on recognition instead.	4	3	3	3.333333333	4
7 Flexibility and Efficiency of Use	The addition of the search bar may allow some users to use as a shortcut. Rather than searching through friends they can simply search them up.	2	1	3	2	5	There currently are not many shortcuts within the app. As this is a financial system, many processes have to be carried out in full for the system to work properly. Thus, I believe ways to speed up the interaction are somewhat limited.	3	4	4	3.666666667	3
8 Aesthetic and Minimalist Design	The main colours used here are green and orange and these are complementary colours and it therefore ensures that information stands out within the system while the colours do not contrast with each other.	4	4	2	3.333333333	3	It is noticeable that a few icons within this system seem to have a faint glow around the edges. This is not always consistent throughout the app, and furthermore, is not necessary to the design. The removal of this will not dramatically change the visual appeal. Additionally, this glow may make it harder for some users to see the icon as this glow may appear blurry to them.	3	3	1	2.333333333	6
9 Recognition, Diagnosis, and Error Recovery	N/A						N/A					
10 Help and Documentation	The prompts throughout the system help the user with input and thus documentation. Use of dropdown menus ensure that information is easily recognisable and solve the problem in the case that the user does not know what to input.	2	2	2	2	5	N/A					
Jet Finance												
Nielsen's Heuristic	Pros						Cons					
	Description	Severity	Frequency	Impact	Average	Ranking	Description	Severity	Frequency	Impact	Average	Ranking

1 Visibility of System Status	There is clear communication to the user of the account that the user is in. E.g: personal or flat and this is seen in the top left corner. Colours have also been used to help identify the state of the system. Screens also have clear headings as to their purpose - evident titles communicate to the user what this screen does.	4	3	4	3.666666667	2	Throughout the system headers are used to display to the user where they currently are, however on expense overview which is arguably one of the most important pages there is no title. Although it may be clear what the screen is, we shouldn't rely on the user knowing this. Additionally, in the hamburger screen a potential idea to help increase visibility would be to highlight the current screen selected in a different colour.	3	2	3	2.666666667	6
2 Match Between System and Real World	The use of the hamburger icon demonstrates a clear mapping to the user, this is current throughout every screen so users understand that this is the main navigation of the system. Terms are not over complicated and are familiar to the user. E.g: In quick finance, "Start New", "Copy Previous Week". The use of the pie chart on Expensive Overview and the colour key below clearly ensures the user can understand the information shown.	4	3	4	3.666666667	2	Currently, when a user adds an expense and click done they are taken straight to the expense overview screen. The natural order of this I believe should take you back to the add expense screen as this would allow the user to add more than one expense without having to navigate to this page again.	5	4	4	4.333333333	2
3 User Control and Freedom	Throughout the system the hamburger icon is a clear way for the user to exit or change screens. Keeping this constant within the entire system is a vital communication point to the user and it ensures that the user can clearly change if a mistake is made.	3	4	5	4	1	When adding an expense currently there is no option to go back if you make a mistake. For example, when you are prompted to enter expense name, on this screen the user can only hit done or the hamburger icon. If the user changes their mind and wants to choose a new option such as copy previous week, the user would not be able to click the back button to be taken here, but has to go through the whole navigation process again.	5	4	5	4.666666667	1
4 Consistency and Standards	Through the use of a constant colour scheme it is clear to the user what account they are in. Moreover, the use of colour as a blurred background means the system appears cohesive to the user. In terms of the technical side, to change accounts or to change to outgoing or incoming is constant within the system and the user's cognitive load is not increased as they do not have to learn something new to make these changes.	5	4	3	4	1	As per the definition, users should not have to wonder whether different words mean the same thing. This can be directly applied within this system under the accessibility menu, in particular "colour reduce" and "grey scale". As a user these two words sound like they may do the same thing therefore going against the design heuristic.	4	2	2	2.666666667	6
5 Error Prevention	The use of drop down menu when the user is prompted to answer a question helps to reduce the risk of an error. When adding an expense, the inclusion of the quick finance screen is also a great way to reduce errors. E.g: "Start new with Reoccurring" allows the user to copy reoccurring expenses over and therefore reduces the risk of the user inputting the wrong amount, for an aspect which should be constant.	2	3	3	2.666666667	4	Currently within the system there is no concrete error prevention. Should the user make a mistake perhaps by inattention, there is no way to fix this. To rectify this the system should incorporate confirmation messages which will ensure that there is no mismatch between the user's mental model and the design.	4	4	4	4	3
6 Recognition rather than Recall	This system helps the user recognise information both visually and through text. E.g: In the expense overview, the use of the pie chart and the key code below ensures the user can recognise what their expenses appear like for that time period. Moreover, in the savings goal screen the countdown of how many weeks left on the goal reduces the information the user must memorise, as they can clearly see the information they originally inputted.	3	3	2	2.666666667	4	The incorporation of icons would benefit this system, as many users will be familiar with them and this will thus help improve the recognition aspect of the system. Currently, there is only text which describes each button and therefore more information is required by the user to remember.	2	4	3	3	5
7 Flexibility and Efficiency of Use	The quick finance option within this system successfully allows a shortcut for adding expenses for users who have inputted information at least once before. To elaborate, the reoccurring option allows a user to take a shortcut when adding expenses so this way there is no need to restart this process.	4	2	2	2.666666667	4	There currently a not many shortcuts within the app. As this is a financial system, many process have to be carried out in fill for the system to work properly. Thus, I believe ways to speed up the interaction are somewhat limited.	2	2	3	2.333333333	7
8 Aesthetic and Minimalist Design	Stylistically, the consistent use of the colour palette helps to tie the whole system together. This has been achieved in a way which is not overwhelming to the user. By blurring the background it provides visual appeal but does not interfere with the usability of the system.	4	3	3	3.333333333	3	The consistent use of grey throughout the system may appear somewhat dull and offputting to some users. By changing this to a new natural, such as more bright colour such as white, it will not only make certain aspects easier to view but also make the system more visually enjoyable.	3	5	2	3.333333333	4
9 Recognition, Diagnosis, and Error Recovery	N/A						N/A					
10 Help and Documentation	The prompts throughout the system help the user with input and thus documentation. Use of dropdown menus ensure that information is easily recognisable and solve the problem in the case that the user does not know what to input.	2	2	2	2	5	N/A					
Young & Broke												
Nielsen's Heuristic	Pros						Cons					
	Description	Severity	Frequency	Impact	Average	Ranking	Description	Severity	Frequency	Impact	Average	Ranking

1 Visibility of System Status	Users are easily informed about the purpose of the screen and this is achieved expertly through the use of colour in the title. E.g: Person is in purple and this is continuous throughout the whole system. When calculating for flat or personal the questions are very similar and therefore there is the ability to easily determine the next step.	5	5	2	4	2	Headings are used throughout the system to help the user see the current status, however more generic headings such as "Adding Expense" could be incorporated throughout each of the screens so that there is an indicator to the user what they are filling out. To expand on this, only colour is used to differentiate between flat and personal, so a heading could be added to help.	4	4	4	4	1
2 Match Between System and Real World	The use of emojis throughout the system is a good way of familiarising the user, especially with the main end users of the system being university students who will be very familiar with emojis. There is a clear and logical order of the system and terms are constant throughout.	4	1	1	2	5	On the homescreen there are two current options, "get started" and the hamburger option. To a new user one would think that get started would be the first button to press, however this takes you straight into adding a calculation. I think the natural order as a viewer should be to first create an account.	5	2	4	3.666666667	2
3 User Control and Freedom	When calculating for a flat or personal, in the top left corner it shows the user what question they are on and how many they have left to answer. Additionally, the use of arrows allows the user to exit if they need to fix a previous question. This ensures that user will not get frustrated if they make a mistake in this process as they will not have to start over again.	4	4	5	4.333333333	1	Currently, when you finish adding an expense, it show you your results. There is an option in the top left corner to go back and this takes you to the previous set of questions. From the perspective of a user when I was exploring this system this freedom to go back gave me the illusion that my current overview would not be saved.	4	3	5	4	1
4 Consistency and Standards	Colour has been successfully used throughout the system as a way to differentiate to the user the two main calculations of the system (flat and personal). The process to add an expense is also consistent between flat and personal and this ensures that the user does not have to learn something entirely new for something which is almost the same process.	3	3	3	3		When going through the process of adding an expense for both personal and as a flat, the continue button to go to the next question jumps around the screen. Sometimes it is on the right and others it is on the bottom. As a user it would be more consistent to keep this button in the same place as it is necessary to use this to access the next question.	2	5	3	3.333333333	3
5 Error Prevention	Within this system I believe it is hard to make errors as when you are adding an expense each question is on a new page and therefore the user cannot get confused between questions. This is a good prevention technique and the use of splitting the question like this helps simplify the process to the user.	4	3	3	3.333333333	3	As the adding expense option is step by step, a user may experience a situation where they reach a question that changes the outlook on what they have previously inputted. This would result in the user having to back track and refix what they have entered. To resolve this, an overview of the questions could be shown at the start of the add expense screen.	3	4	4	3.666666667	2
6 Recognition rather than Recall	The use of the dropdown menus help reduce the information the user has to recall within the system. It does this by simplifying the inputted data. Additionally, the highlight of the most important word within the title when adding an expense helps the user to recognise what the screen is for without having to re read the whole title again.	4	3	3	3.333333333	3	N/A					
7 Flexibility and Efficiency of Use							There currently a not many shortcuts within the app. As this is a financial system, many process have to be carried out in fill for the system to work properly. Thus, I believe ways to speed up the interaction are somewhat limited.	2	2	4	2.666666667	5
8 Aesthetic and Minimalist Design	An aspect of this system that works well design wise is that on the home page this is quite busy (but still organised) with emojis as the background. However, when it comes to inputting the information this is clear and somewhat plain as it only utilises colour. This design decision ensures that for the most vital part of the system the user does not get distracted by the more excessive design of the home screen.	3	4	2	3	4	The design appears somewhat 'flat'. Although the use of colour has been incorporated, this is the only visual aspect of the system, besides the home screen. This system would benefit by some more visual appeal such as icons, or even adding a little more detail.	3	4	2	3	4
9 Recognition, Diagnosis, and Error Recovery	N/A						N/A					
10 Help and Documentation	The prompts throughout the system help the user with input and thus documentation. Use of dropdown menus ensure that information is easily recognisable and solve the problem in the case that the user does not know what to input.	3	2	2	2.333333333	5	N/A					

Key	
Severity	How good/bad is the issue?
Frequency	How much of the system is affected
Impact	How much of the system's core functionality is affected?
Ratings	

[illegible]