

This heuristic evaluation was completed on: 11/10/2013.

[Usability and Cosmetic Issues]:

- [Image Field](#)
 - *Severity: 2 - Minor*
 - *Heuristic(s):* Visibility, *Affordance(s)*
 - *Comments:* It's not quite clear how one would go about changing the character's image if allowed in your application. I have to believe this is due to it just not having been implemented yet though.
- [Input Fields](#)
 - *Severity: 2 - Minor*
 - *Heuristic(s):* Feedback
 - *Comments:* I noticed that when I hover over the input fields in the Character section that unless I am directly over text, the rest of the input field has the regular cursor. If users are allowed to edit these fields in the full system, I believe it would feel more natural if the cursor provided feedback indicating that they are allowed to modify these fields by changing to indicate this.
- [Abilities Names](#)
 - *Severity: 2 - Minor*
 - *Heuristic(s):* *User's Language, Help*
 - *Comments:* I think that adding tooltips that display the full ability name when users hover over each of the abilities would help beginning users to become more familiar with the game and feel more comfortable with using the website for their game.
- [Skills & Attacks Icons](#)
 - *Severity: 1 - Cosmetic*
 - *Heuristic(s):* *User's Language, Help*
 - *Comments:* This is similar to the last bullet point, in that I think it would be useful for beginning users if there were tooltips that indicated what each of the icons meant, for example Spells.

[Positive Features]:

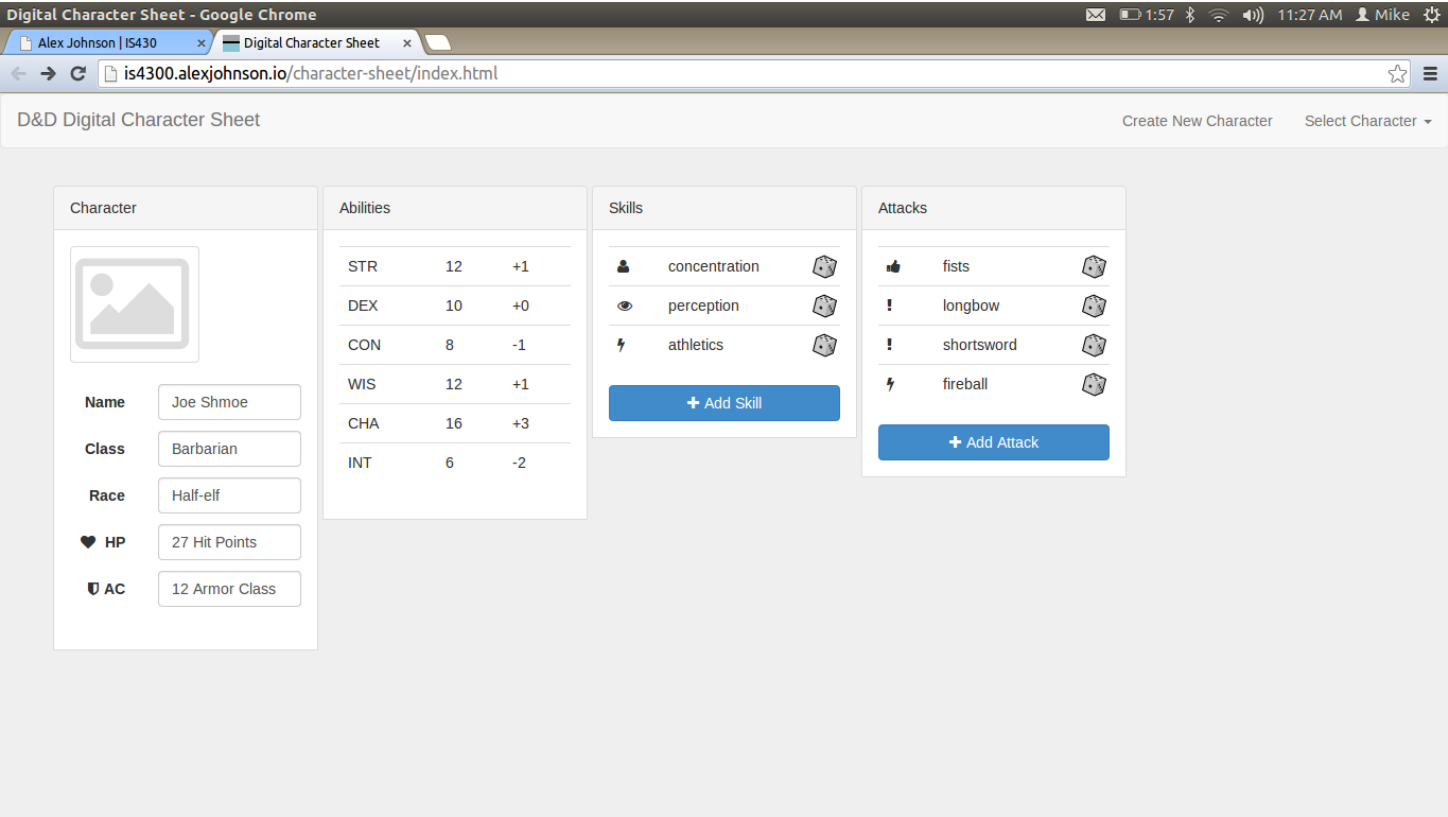
- [Layout](#)
 - *Good*
 - *Heuristic(s):* *Simplicity, Memory Load*
 - *Comments:* The layout is simple and easy to understand. All of the necessary information is displayed and nothing looks cluttered. The interface is also very easy to use and does not require a high memory load on the user's part.
- System Response
 - *Good*
 - *Heuristic(s):* *Feedback*
 - *Comments:* The website responds to all user input rapidly. There were no unexpected delays that I encountered when testing the site.
- [Button Text and Icons](#)
 - *Good*
 - *Heuristic(s):* *User's Language*
 - *Comments:* The icons and text displayed on buttons were very representative of the actions that clicking on these widgets performed. The interface is very predictable and uses common terminology.

- [Select Character Drop-down](#)
 - *Good*
 - *Heuristic(s): Recall vs. Recognition, Simplicity*
 - *Comments:* The ability to reload a previously created character prevents the user from having to recall information about the previous character that they want to use again.
- [Closing Dialogs](#)
 - *Good*
 - *Heuristic(s): Clearly Marked Exits*
 - *Comments:* The dialog boxes that appeared all had close options that allowed for user's to exit whenever they desired. This eliminates the possibility of a slip in the interface causing devastating changes to the state of the website.
- [Color](#)
 - *Good*
 - *Heuristic(s): Simplicity, External Consistency*
 - *Comments:* The color choice used in the interface is very simple and it adds a nice touch. It follows with the color schemes that a lot of modern websites are using and is common to most users.
- [Select Character Hover](#)
 - *Good*
 - *Heuristic(s): Feedback*
 - *Comments:* The drop-down menu for the Select Characters feature provides nice feedback by changing the background color of the item that is currently being hovered over. This provides vital feedback to users in the case that they lost sight of their mouse for a moment and helps determine which item will be chosen.
- [Dialog Status](#)
 - *Good*
 - *Heuristic(s): System Status*
 - *Comments:* The text used in the dialogs as well as the messages displayed allow a user to very easily determine what the system's status is in the interface. I especially noticed this when I was casting the fireball spell.

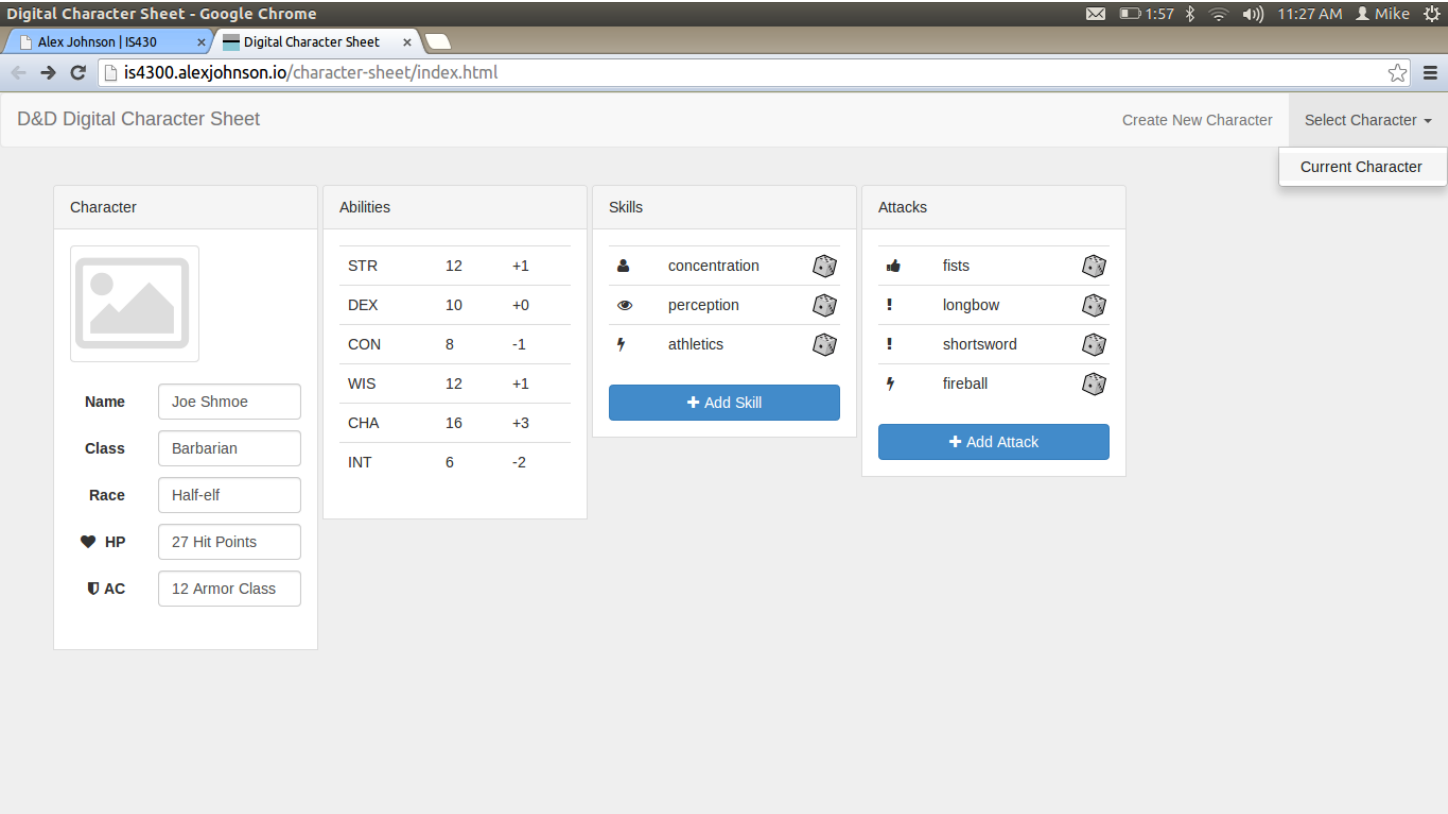
[Suggestions]:

- [Printer Friendly Page](#)
 - *Suggestions*
 - *Heuristic(s): Simplicity*
 - *Comments:* It would be a cool feature to allow users to print out the character card directly from their web browser. I looked at the Chrome Print Preview and it appeared as though it wanted to chop a few of the sections apart.

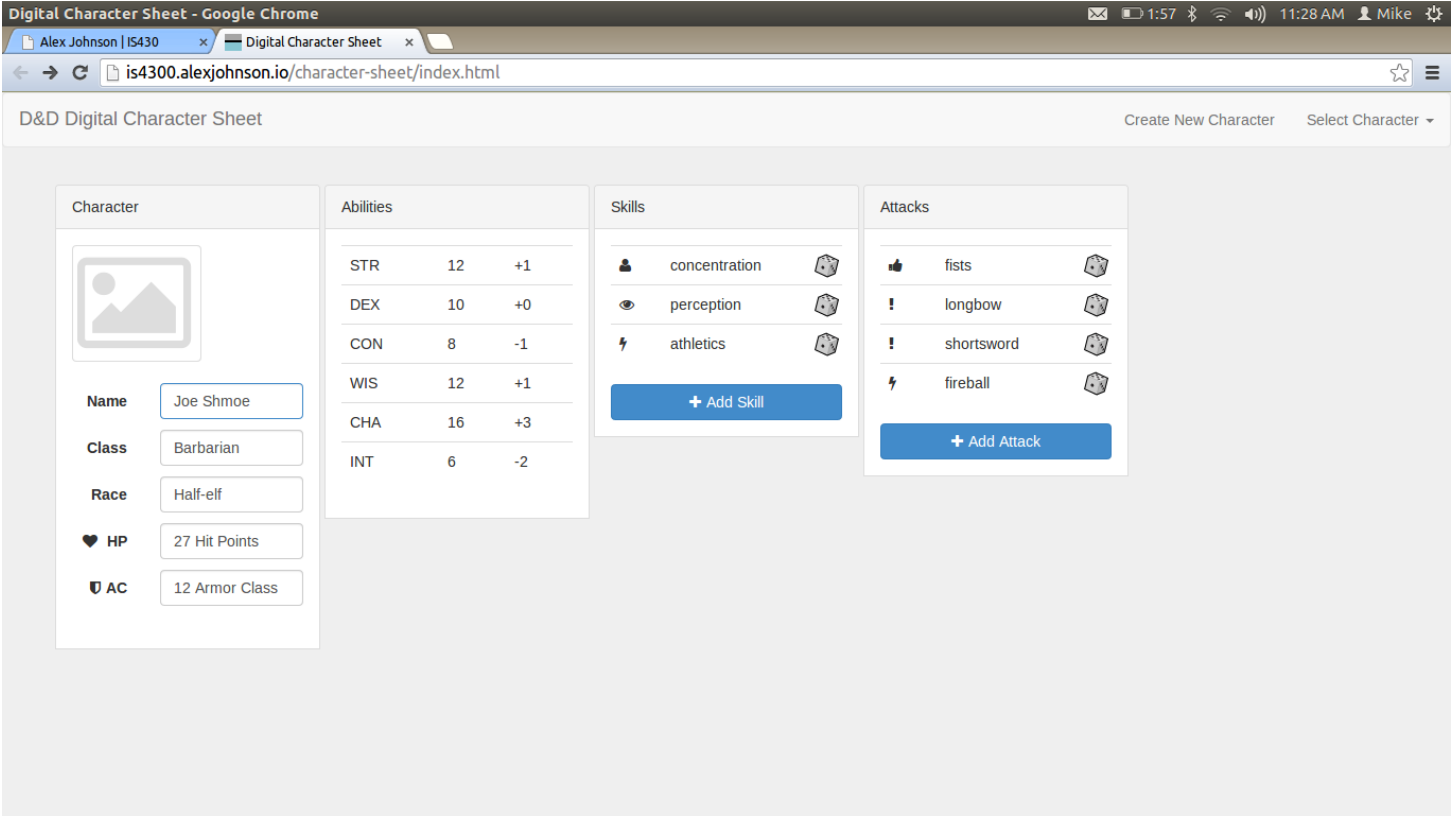
[Screenshots]:



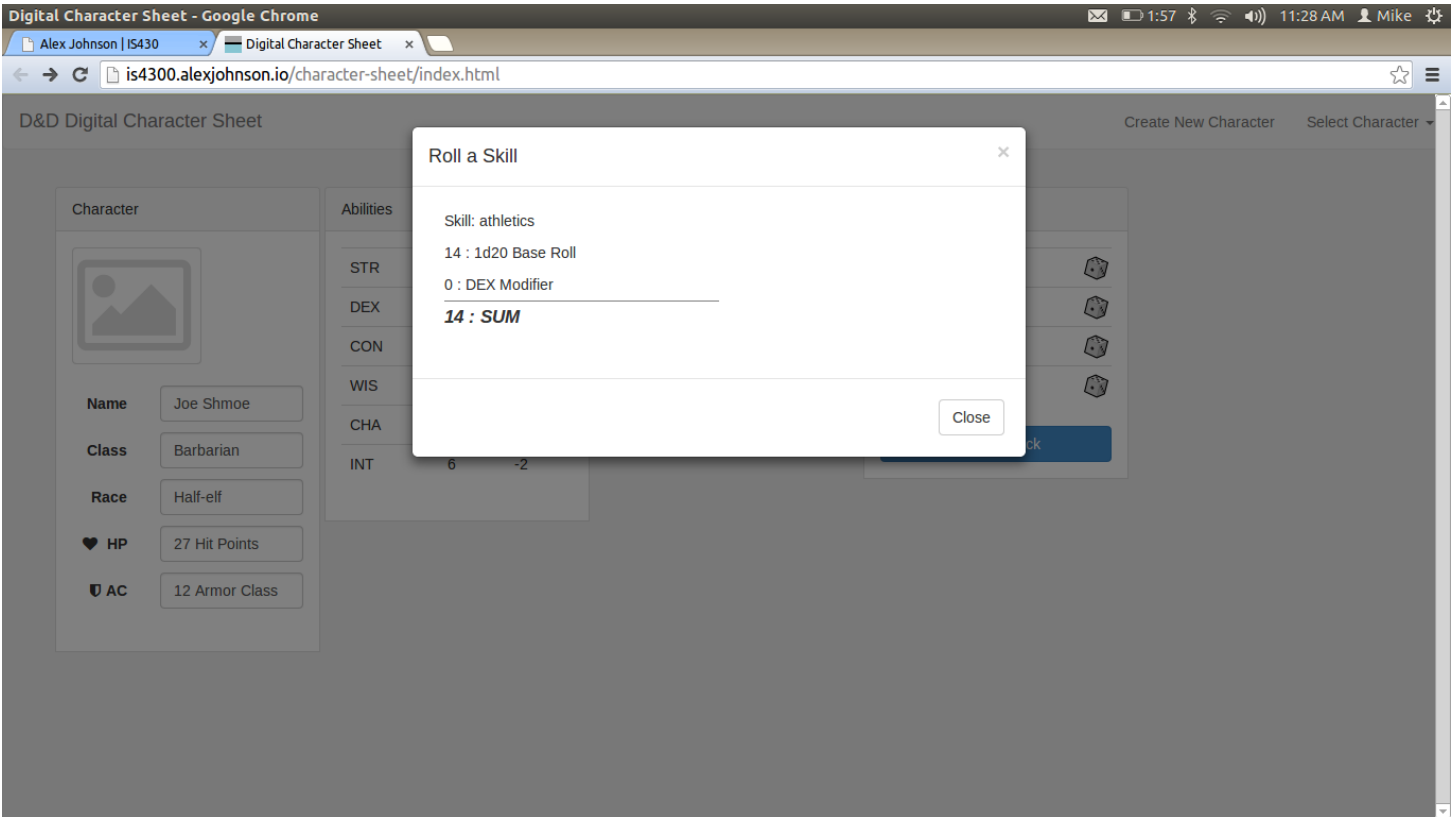
Screenshot 1: Main Screen



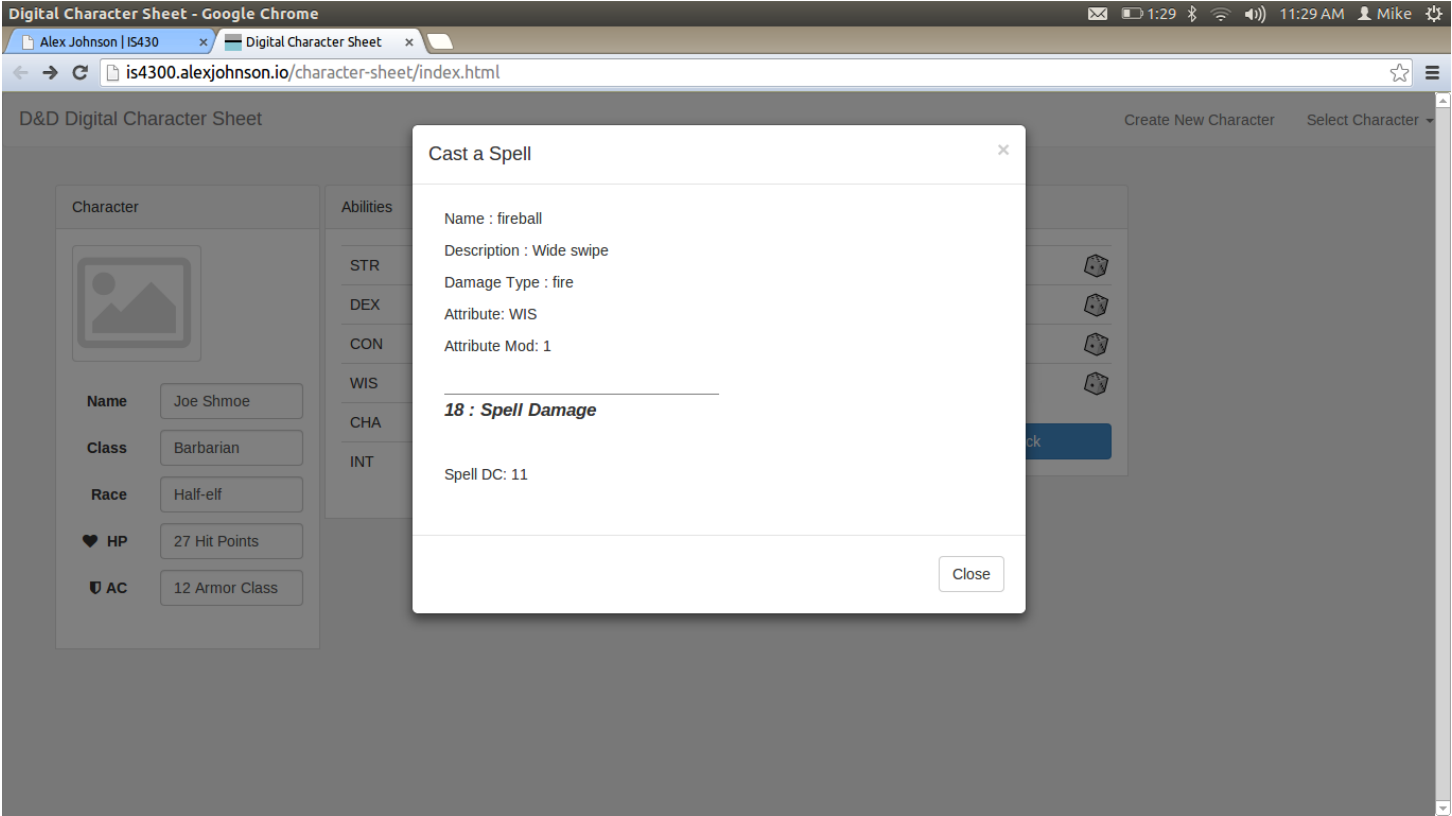
Screenshot 2: Select Character Hover



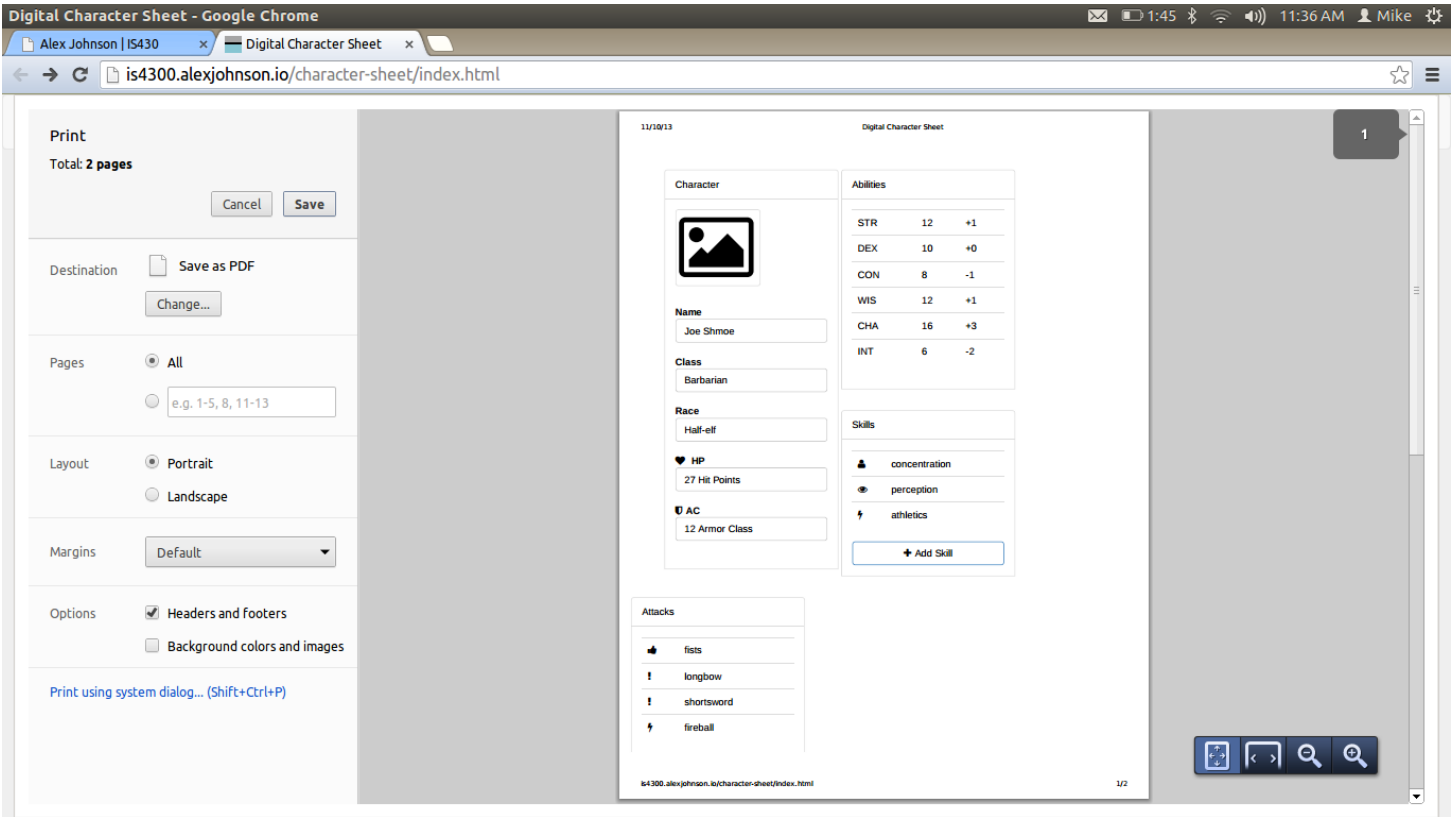
Screenshot 3: Input Field Hover



Screenshot 4: Skill Dialog



Screenshot 5: Cast Spell Dialog



Screenshot 6: Print Preview