Prototype#01:

* Visibility:

Not much needed on the home page everything is quite visible and prominent. The home, current, search songs and liked songs option and music playing currently option.

* Feedback:

If the internet is not connected then it shows message saying no connection and only liked songs can be listened. Quick navigation icons changes screens in less time.

* Affordance:

The thunder icons and the bar icon does not indicate what do they mean and rest home and search icons are easy to understand. Other better icons can be used instead.

* Mapping:

Big image showing the whole year’s playback history indicates that it is the home screen we’re on. The sound orange horizontal bar is indicating the music played duration also it can be liked pressing the heart.

* Constraints:

Interface does not allow user to play music when there is no internet connection and only liked/downloaded songs can be played. The songs of some country region cannot be played and the interface don’t allow them to be clicked as it fades.

* Consistency:

Consistent in actions as icons do not change. Song upload, notification and all menus on the strip shoes constant and fixed actions repeatedly when used.

* Standardize:

Nothing to be standardized as all tests except one are clear.

Prototype#02:

* Visibility:

Notification screen showing song created and follow buttons through which they can be followed and their songs can be accessed. Heading says ‘’creators to follow’’ indicated by follow buttons in front of creator’s name and picture.

* Feedback:

Quick feedback when we press follow button, it changes to following indicating that user have started following that creator.

* Affordance:

If user taps creator’s profile, more info will be showed about him/her. Follow button is indicating it can be pressed the user would start following that creator. At the same time a song can be played or stopped by play/pause icons.

* Mapping:

Mapping is quite good here; each follow button is in front of each creator’s profile. Each of them has their followers mentioned but it does not look like a link which can be pressed because creator’s profile can also be visited and it should have some button look in it.

* Constraints:

There should be follow request here because everyone should not be followed as some content have privacy and should not be accessed randomly so no constraints.

* Consistency:

Consistency is there as all icons are unique and self-explaining.

* Standardize:

Not needed as tests are clear mostly.

Prototype#03:

* Visibility:

The stream icon is not clearly understandable. As thunder icon is used and must have any other icon. The heading shows ‘stream’ which shows user is on stream page.

* Feedback:

Feedback system is good. User can like albums by tapping heart and number of likes will increase also repeat icon gives user feedback by showing number that how many time would user want to repeat some song.

* Affordance:

Affordance factor is great here as by tapping the heart, it will change its color to active orange and show increased number of likes also same for repeat icon, its number will increase as many times that icon is tapped. The user and plus icon with it is not good as it does not demonstrate any meaning and rather looks like ‘’add friend’’ icon and this is music playing application not social media app.

* Mapping:

Mapping is on point. As a user is streaming here, he will get to see many albums of different artists and user can scroll down to see more or to stream more.

* Constraints:

Controls are limited so there is no need for constraints. No user input needed as UI communicates by icons input here in this section.

* Consistency:

Very consistent section of the app. User can scroll down whole day and discovered more and more artists and their work and like along the way. There are no complications in this section.

* Standardize:

No need to.