Usability Heuristics	Feeback
Visibility of System Status	The design clearly communicates the state of the system (pink highlights to show which page I am on, feedback is presented quickly—including the clear "connection formed" page
Match Between System and the Real World	There is a strong match between the languages and icons used in the prototype and the real world. However, on the home page, there is some reference to "soulmates" and "buddy" which made it confusing what the purpose of the app is. Is it to meet romantic partners, platonic friends, or both? "Soulmates" typically refers to romantic partners. Does the connections page show pending connections or existing connections? If the latter (which is what I assumed from the page), then why are there checkmark and X buttons—which map to accept and reject connection requests from real-world knowledge. But the "connections" name of the page doesn't map to "connection requests" in other social apps
User Control and Freedom	Great support for user control! Especially with the menu at the bottom that is visible on all pages in the interface.
Consistency and Standards	See the comment above on the checkmark and X buttons. It is also not clear what the role of the "edit" button is on the connections and chats pages. It is not intuitive what their functions are
Error Prevention	Great warning message for the calling. But is it appropriate? It seems like warning that they are doing something wrong. All caps "privacy warning" makes it seem like people shouldn't be calling, plus there is no option to go ahead with the call, so why the feature? Perhaps it should be more friendly, like "Ready to start the call? We'll connect you as soon as you confirm!" With the options like "Make Call" and "Hang Up" for the user to choose
Recognition Rather Than Recall	The interface does a great job of keeping important information (e.g., the main menus at the bottom of the screen) visible. However, after seeing the page on "Connection Formed" it is difficult to know what to do next. The next logical step would be to chat with the connection, or

	undo the connection if it was a mistake (see the note on recovering from an error below). It might be worth updating the interface to nudge the user to these tasks.
Flexibility and Efficiency of Use	Can't comment on this because it's a prototype. But I did wonder if the edit buttons on the chat page is to delete chat threads, and if there would be support for swipe to delete (if this was being implemented)
Aesthetic and Minimalist Design	Fantastic use of white space, minimal text, and focus on only the important content.
Help Users Recognize, Diagnose, and Recover from Errors	The prototype doesn't clearly show how users can recognize and recover from errors. Now, I am wondering if that could be the functionality of the edit on the connections page. Perhaps on the screen that says "connection formed" you could have an option to "undo" connection. This would need to be in very small font.
Help and Documentation	There's FAQ and "Contact Support" pages.