

Heuristic Evaluation

Upon doing the required Heuristics Evaluation, in accordance with the heuristics principles by Nielsen, we have developed a gaming website that is showing the visibility of system status, match between system and the real world and have aesthetic and minimalist design.

We have considered these principles while designing the interfaces:

- 1. Visibility of system status:** System outputs appropriate messages or the puzzles.
- 2. Match between system and the real world:** The system uses real world concepts.
- 3. User control and freedom:** User has the freedom to choose correct images to form correct spellings
- 4. Recognition rather than recall:** Instructions are given to play the games are clear, there is no need for recalling.
- 5. Aesthetic and minimalistic design:** The interface is done with minimalistic and simple way with required information.