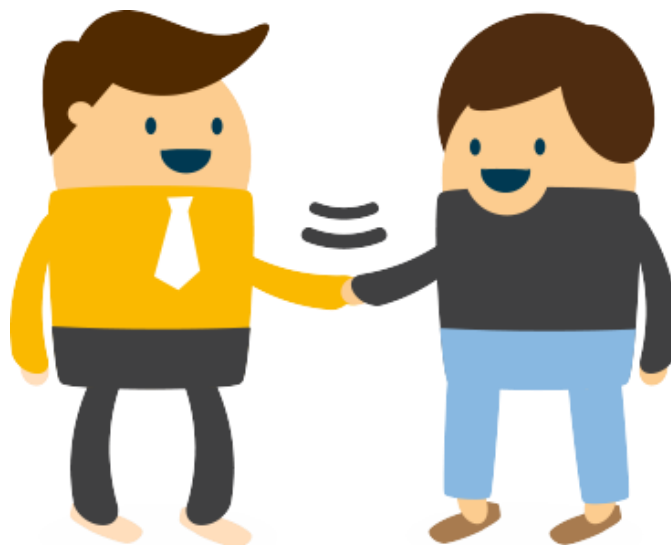


Interacção Pessoa-Máquina
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ApartMates

Fase 6: Evaluation results and presentation



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Turno 17º

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Nº	Problem	Heuristic	Description	Severity	Solution
1	Homepage title.	2. Consistency & Standards. (Similar things should look and act similar)	The title of the page always represents the page where the current user is at. In the homepage it shows the app name.	1	The app name should always be visible. And homepage should have title "Homepage".

Explanation

We tried to present the homepage as a default page, that user see when starts the application. We thought that this page differs a lot from others, so it's good place for presenting the name of application. Title was supposed to point the stage of application in the concrete moment and at the very beginning it present's new first stage: running our application.

Fix

Nevertheless, if users found it as inconsistent, we decided to fix it!

Nº	Problem	Heuristic	Description	Severity	Solution
2	Logout Confirmation	4. User control & Freedom	The logout button doesn't open a dialog confirmation, so the user directly logout when clicked.	2	Implement a dialog, to allow the user cancel the logout action.

Explanation

We was sure, that in this case it's good to follow the rule: "Less is more". Logout action can be redone, because you can login again. What's more it is error preventing, because if for example you are in hurry, you click logout, and forgot to click confirmation. Next you leave computer with your account logged in.

Fix

As users suggested, we provided logout confirmation. Now, we can observe the reactions of users.

Nº	Problem	Heuristic	Description	Severity	Solution
3	Hover Logout	5. Visibility of system status	When the user hover over the logout button the mouse icon doesn't change.	2	Change the hover icon of the cursor to a clicking hand.

Explanation

This is just a mistake in source code, we didn't define all necessary classes like in all other buttons.

Fix

We added necessary classes that changes icon on hover like in all other buttons

Nº	Problem	Heuristic	Description	Severity	Solution
4	Empty answer	2. Consistency & Standards	When the user rejects a duty but doesn't write anything, it shows the default question who was there previously.	3	Nothing should appear if the user doesn't write anything or make the user write something.

Explanation

This is crucial problem, in deed. We explored how to fix it, but it require a lot of work, that we can't afford now. When we combine our app with backend layer, it will be solved automatically

Fix

It will be fixed, when we develop backend part. Now it would be unnecessary work, that will be redone later.

Nº	Problem	Heuristic	Description	Severity	Solution
5	3 buttons for 2 actions.	4. User control & Freedom	When the user clicks in the reject button appears an input text and the "Send" button. After this the reject button does nothing and the user can still click accept after writing some text making the user feel that we is accepting the duty and sending some text.	3	Remove toggle when the user clicks in the "Reject" button, and instead it would appear a popup with a input text for the user to explain the reason, a "Send" button and an option to cancel it.

Explanation

We totally agree, that it can be confusing, but proposed solution is not a good idea in our solution. Providing extra popup forms everywhere makes a lot of mess and chaos. Now, when all browsers support toggles and animations, we can take advantage of it and use it to ease the use of applications.

Fix

We decided to add extra information on “X” button when input appears. It should clarify, what is the meaning of each button.

Nº	Problem	Heuristic	Description	Severity	Solution
6	Can not cancel an announcement	4. User control & Freedom	There is no option for the user to cancel neither edit an announcement.	4	Allow the user to edit and/or cancel an announcement.

Explanation

That’s true, that user can’t delete his/her announcement. Nevertheless, we think, that it’s more lack of functionality. We decided to make announcements as simple as possible. It was like shouting something in the apartment, so to cancel/edit announcement you should simply write another one.

Fix

We agree that we should consider adding such information. Nevertheless, after evaluating paper prototype we didn’t found it necessary. This announcements extension, should be deeply discussed and modelled. We are leaving it for next application increment!

Nº	Problem	Heuristic	Description	Severity	Solution
7	Status of each duty	5. Visibility of system status (Keep the user informed about the system state)	User doesn’t know that the duty that has a red background means it was reject.	2	For each duty it must be written the status, related to the background color of it.

Explanation

We are sure, that red color is the good indicator that something is wrong. Additionally, we provided a info button which describes the problem. We shouldn’t take status of the duty to important here – in fact you need to do all duties that are placed in this list.

Fix

We disagree with this point. We follow well-known standards with colors. We decided not to fix this point.

Nº	Problem	Heuristic	Description	Severity	Solution
8	Feedback	5. Visibility of system status	Users should receive feedback after successfully adding a new room.	2	Implement a feedback message on the current page.

Nº	Problem	Heuristic	Description	Severity	Solution
9	Feedback	5. Visibility of system status	Users should receive feedback after successfully adding a new expense.	2	Implement a feedback message on the current page.

Nº	Problem	Heuristic	Description	Severity	Solution
10	Feedback	5. Visibility of system status	If you click save with empty inputs nothing happens. The user doesn't receive any feedback.	1	Implement a feedback message for empty inputs.

Explanation

We don't agree with any of these problems. Solving it is a denial of the principle "Less is more". When you do something correctly the responsive animation shows new element or changes the state of application. We already provided the feedback, when you done something wrong.

Fix

We disagree with this point. We follow the principle "Less is more"