**HCI Evaluation**

**Usability Heuristics**

1.Visibility of system status

2.Match between system and the real world

3.User control and freedom

4.Consistency and standards

5.Error prevention

6.Recognition rather than recall

7.Flexibility and efficiency of use

8.Aesthetic and minimalist design

9.Help users recognize, diagnose, and

recover from errors

10.Help and documentation

**Reporting format**

1.**Problem description**: a brief description of the problem

2.**Likely/actual difficulties**: the anticipated difficulties that the user will encounter as a consequence of the problem

3.**Specific contexts**: the specific context in which the problem may occur

4.**Assumed causes**: description of the cause(s) of the problem

**Evaluation**

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| --- | --- | --- | --- |
| **Problem Description** | **Difficulties** | **Contexts** | **Assumed Causes** |
| Inconsistent Spacing between buttons | Small inconsistency in design, some users might view it as unprofessional | Main screen  (1st slide) | Misaligned in wireframe tool, |
| Each row looks like a single user but in reality is 3 | Seems like there are fewer players than there actually are | Waiting room  (2nd slide) | Poor design choices |
| No return button on the waiting room screen | If the user misclicked they would have to restart the application | Waiting room  (2nd slide) | Forgotten to design |
| Does not display how many players there are in the waiting room | Player might want to know how many players are in the waiting room | When player clicks multiplayer (slide 2) | Oversighted by the developers |
| No help button | Unfamiliar player might get stuck and might not be able to find the way out | The whole game | Oversight by developers. |
| Waiting room has a set lifespan | If you are waiting for a friend, the game might start before the friend joins. | Waiting in the waiting room for multiplayer games. | Developers may have not thought about the scalability of the application. |
| Size of the rectangles for the rows are inconsistent in size | Players might confuse buttons and this makes the design messy. May give an unprofessional look. | Slide 2 | Not careful enough with the design |
| Unintuitive colour choice for the removed options | Hard to see without knowing the original colour of the boxes which are the removed options | Slide 3 | Not thought about it enough |
| DIsplaying the name of the players will be a problem if there are a lot of players | If the number of player increases the screens will become very cluttered and confusing | Almost all slides | Not considered by the developers |
| Not enough emotions available | User might want to use more than 4 emotions provided | Game Screen  (3rd slide) | Overseen by developers |
| Location of the time left is hard to find when playing the game. | The time left is right at the bottom and such an important information from player’s point of view should be highlighted more | Almost all screens. | Not considered by developers |
| You can’t exit the game during the game | The user might feel that he does not has enough control over the game | All slides | Oversighted by developers |
| User should be able to play an emotion on slide 4 | When the answer is given a user cannot actually react to it. | Slides 4 & 6 | Overseen by developers |
| Timebar on slide 5 does not go completely to the right side | The user might think that the bar not complete might have some other meaning | Slide 5 | Not noticed by developers |
| The names and scores of the users are not properly aligned on slide 5 | On the leaderboard on slide 5 the names and scores follow a zig zag pattern. This makes the game look messy | Slide 5 leaderboard | Developers might have thought it was a nice implementation |
| Icon for Bryan is different for slide 6 | Might be confusing since both of the icons mean the same thing. Makes the game seem less professional | On slide 6. | Mistake while designing wireframe |
| Colour for the section to the right is inconsistent | Makes the game seem less professional | On slide 6 the section to the right is white rather than the usual shade of green. | Mistake while designing wireframe |
| No single player game screens | We do not know what the single player game screens look like, would they still have the emotions or joker features, does being in singleplayer make it redundant? | When playing a single player game | Was not implemented |
| No leaderboard after single player game | After completing a game of singleplayer there is no screen to see the leaderboard. | After finishing a singleplayer game | Was not implemented |
| No error page(s) | If an error occurs it might lead to the application crashing or something else unexpected happening | In general | Was not implemented |
| No help page(s) | If the player does not know how to play the game or use one of the game mechanics (eg. jokers or emotions) they would have a hard time finding out how to play | In general in multiplayer or multiplayer | Was not implemented |
| No duplicate username prevention system | There can be multiple players that have the same so it can be hard to keep track of who is who | In general while playing multiplayer | Was not implemented |
| The game doesn’t show the correct answer if user answers incorrectly | The user is not able to learn more things using the game because he is not provided with the right answer.  The goal of the game is to develop users’ knowledge. | After each question screen when displaying the result | Not considered by developers |

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