



NOVA SCHOOL OF  
SCIENCE & TECHNOLOGY

**Human-Computer Interaction**

**2022/2023**

# **BookMeal**

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**Stage 6:** Evaluation results and presentation of the  
final project



# **BOOKMEAL**

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# Evaluation results

After the feedback we received from the Heuristic evaluation, there are some improvements which we could consider for our developed application. Based on the heuristic problems there are solutions for each of them, and the majority agree with the group that evaluated our progressive application.

- **Problem description:** Have you ever wanted to have a great dinner in a fantastic restaurant but didn't know where to look or whom to call to book a table? Nowadays, to book a nice restaurant, you already need to know its location and what it serves, and also its contact so that you can book a table. Sometimes when you know all of that, you might get there and be misunderstood by their prices, as they increase or change (for example, due to inflation) and unfortunately you might not be able to pay for it or be surprised when you ask for your bill.
- **Target users:** We recommend an age range between 16 and 65, as it is an age range at which people know how to use the technology better and make better use of the app. Starting at the age of 16, the users can be independent and book a restaurant by themselves.
- **Project goal:** The goal of the application is to help users find and book a table in any restaurant with the type of food they want. This can be helpful as well with a rating system where the user can check some reviews of the other customers, as well as the menus and the prices of each dish. Another of our goals is to have a restaurant floor map for each restaurant that is registered in the application so that the user can search them by the location he is looking for. In conclusion, our primary goal is to design an application to help the users to find the best restaurant they want, for the best price, and be helpful with the system of booking that can also be helpful for the restaurant offering a faster and an efficient process.

N°	Problem	Heuristic	Description	Solution
1	Going back on reservation	User control & Freedom	After choosing the number of people on a reservation a user cannot go back to change any reservation info	We accept the solution of having an arrow for the backwards screen
2	App colours	Aesthetic & Minimalist Design	The app has a nocturne style with darker colours which are satisfactory but has some colours which are not so optimal/ appropriate	We believe that the colours chosen were the right decision, but the white heart icon over dark makes sense
3	Position of going back arrow relative to the screen	Consistency & Standards	Going back arrows are sometimes in the top left and sometimes in the back left	We believe that it is more intuitive if we have "going back arrows" in the left corner of the screens
4	Position of "book a table" button after choosing the restaurant not so easy to find	Consistency & Standards	After choosing the restaurant it's required to scroll the page down to find the button to book a table in the restaurant	We agree with the opinion that the book a table should be designed to be the first or one of the firsts when the user opens a restaurant in the app
5	There is more than 1 way of choosing the number of people on a reservation	Error prevention	When choosing the number of people if we need to reserve a table for more than 8, we need to fill in the box on the bottom of the screen, but the preset options above can still be selected, this can induce error	We agree with the solution of increasing the aesthetic pleasing and removing the ambiguity