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HEURISTIC EVALUATION

VISIBILITY OF SYSTEM STATUS

The system loads the gallery as it's starting screen. At the start, there should be no images in the database, so screen will clearly show a message indicating you can add the images from the button below. Also, you can switch modes from the button at the top acting as a switch button for display slideshow view and gallery view. You can add a new slideshow by using the button at the bottom toolbar creating a simple and easy to use layout. The colours are just black and white for now, which don't restrict visibility at all.

MATCH BETWEEN SYSTEM AND REAL WORLD

The buttons and title labels have pretty straightforward and simple text . The text input field has placeholder which indicates that the input will be used to name the slideshow. Also in other slideshow and gallery views , elements are placed in a proper scrollable grid. The problem is the clickable slideshows don't seem like they can be clicked as there is no border around grid elements and also they don't get focused when they are clicked.

USER CONTROL AND FREEDOM

User doesn't have option to delete the images or slideshows that are already added to the app and also user cannot add images to an existing slideshow but has to create a whole another slideshow for that purpose.

CONSISTENCY AND STANDARDS

The gallery view and the view used to create a particular slideshow has the same grid with same spacing. Also the grid view containing all slideshows has the same spacing and number of columns. When a user selects a picture to add it to the slideshow, there is just a text with while colour saying "Picture Selected" added on top of the image which won't be visible if the picture is already white or light coloured.

Also in slideshow modes, some pictures might appear too large which can hide the toolbox at the bottom

ERROR PREVENTION

While creating a slideshow, proper error dialogues pop up when a user doesn't select any image or when the user doesn't enter the name of the slideshow indicating them what to do. Also when adding an image to the system, the file chooser only allows the user to select files with .jpeg, .jpg, .png extensions so that they don't add a different kind of file by mistake.

RECOGNITION RATHER THAN RECALL

A single view only has two or maximum three buttons showing the user about what to do like simple buttons at the bottom to add a picture or a slideshow or to save a slideshow and also buttons with proper labels that help to switch views.

FLEXIBILITY AND EFFICIENCY OF USE

The views are pretty flexible. The view used for setting up slideshow: Here user need to click on the pictures in order they want them to appear in their slideshow and they can also deselect them by clicking on a selected picture again. Also, when the user selects a picture, a label saying "Selected Pictures" appears on top of that image and also it disappears when the user deselects it. The view containing all the images (Gallery)-: This has a label saying that the user doesn't have any pictures in gallery at the start and it says to add a picture using the button at the bottom, then after adding the picture via the button at the toolbar, the picture appears in the gallery at the same time

The slideshow view: The user can pause and resume the slideshow at any time and also switch to manual navigation mode where the user can navigate through pictures using the back and next buttons.

AESTHETIC AND MINIMALIST DESIGN

There is not much information that the user need to know about the system, every view has minimal number of buttons indicating what can be done.

HELP USERS RECOGNIZE, DIAGNOSE AND RECOVER FROM ERRORS

There is a bug where the user need to click more than one times sometimes to select a picture when creating a slideshow and there is no information given to help user recognize that bug other than that informative labels are placed where needed and there should be no other errors.

HELP AND DOCUMENTATION

There is no real documentation as the functions are pretty minimal but some informative labels are placed at the start to tell the user how to add images or create slideshow when there are none.