Usability Learning

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| **UI Principle** | **Violations** | **Adherence** |
| **1. Visibility of System Status** | No loading indicators or feedback during slow actions. | Page changes and cart updates are immediate, giving basic feedback. |
| **2. Match Between System and World** | Some labels (like "Sign In") are vague; no guidance on guest checkout. | Uses familiar shopping terms like "Cart", "Fish", "Add to Cart". |
| **3. User Control and Freedom** | No "Undo" option; no confirmation before actions like removing items. | Users can navigate freely between categories and return to previous views. |
| **4. Consistency and Standards** | Inconsistent button placement and occasional font differences. | Uniform layout and standard navigation across pages. |
| **5. Error Prevention** | No input validation; no warning before invalid actions. | Limited options reduce chance of error. |
| **6. Recognition Rather Than Recall** | No breadcrumb navigation or memory aids for location context. | Persistent menu and clear category labels help users recognize choices. |
| **7. Flexibility and Efficiency of Use** | No search bar, filters, or shortcuts for advanced users. | Simple interface is easy for first-time users. |
| **8. Aesthetic and Minimalist Design** | Outdated design; non-responsive layout; small fonts. | Clean interface with clear emphasis on primary elements. |
| **9. Error Recovery** | Vague or absent error messages; no guidance after failed actions. | Minimal errors due to simple forms and processes. |
| **10. Help and Documentation** | No help section, tooltips, or support documentation available. | None observed. |