Usability Document

Shneiderman's "Eight Golden Rules of Interface Design"

1.Strive for consistency

Consistent color schemes, Layout, Capitalization, Fonts are used throughout the app.
Eg. A single font style is used throughout the app except for delete and logout buttons.

2.Enable frequent users to use shortcuts

We do not have any feature where any shortcut can be used.

3.Offer informative feedback

a.) While the end-user successfully logs into the app then a prompt will be displayed at the bottom, stating "Logged In Successfully".
b.) When an event manager creates/updates an event then again a prompt is displayed as "Event Creation/Updation Successful".

4.Design dialog to yield closure

When a user tries to log in while the back-end of the app verifies the entered credentials of the user and renders the appropriate view a circular progress indicator is displayed. When all the processes in the back-end are completed then the next screen is displayed.

5.Offer simple error handling

There will be the following types of error:
a.) Authentication Error - An incorrect credential dialog box will appear alerting the user about the error.
b.) Invalid input - While filling the information in any field, if it is inconsistent with the field requirement, the background of the field will turn light red with an error marked at the right end. (error mark - exclamation sign in a red circle)

6.Permit easy reversal of actions

In case any incorrect information is filled while creating an event, it can be reversed/edited.

7.Support internal locus of control

Experienced operators strongly desire the sense that they are in charge of the interface and that the interface responds to their actions. So whenever an Event Manager deletes a particular event then a prompt is generated to confirm whether he is sure regarding deleting the event.

8.Reduce short-term memory load

In any instance we will display limited information to the user, they can scroll further to look for something else.