# Rawan’s Prototype

Screen 1

(image)

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| **Brief Description of Problem** | **Heuristic** | **Notes/Improvements** |
| Store does not show currently equipped accessories | 1. Visibility of System Status | Have a kind of inventory menu like in video games, where user’s current appearance is shown |
| No back button | 3. User Control and Freedom | Needs a clear back button/gesture to go back to home screen |
| No indication of what page the home page is | 1. Visibility of System Status | Put “HOME” somewhere |
| No more info about route just before starting it | 6. Recognition rather than recall | Put summary of route statistics in last “Route start” page |
| No info/tutorial/docs for user | 10. Help and documentation | Add some kind of beginner tutorial for user |

Screen 2

(image)

|  |  |  |
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| **Brief Description of Problem** | **Heuristic** | **Notes/Improvements** |
| No indication that current route is being ran | 1. Visibility of System Status | Maybe make the arrow a different colour? |
| Make sure no music plays immediately when looking at another person by accident | 5. Error prevention |  |
| No way to exit/stop current run | 3. User Control and Freedom | Have an option in hand display/by voice command |
| HUD element location and size should be customisable | 7. Flexibility and Efficiency of Use | Maybe users can drag leader board to centre |
| Missing instructions for interacting | 9. Help Users with Errors | Could put tooltip to explain, e.g., “Step here to start route” |

Screen 3

(image)

|  |  |  |
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| **Brief Description of Problem** | **Heuristic** | **Notes/Improvements** |
| Can accidentally step on mission and start it | 5. Error Prevention | Ask “Are you sure you want to change route?” with consequences listed |
| No reminder about how to check other people’s info | 6. Recognition Rather than Recall | Put tooltip with, e.g., “Check hand-phone for more” |
| No info about what mission is being played | 1. Visibility of System Status | Put mission title in HUD when starting it |
| No alternative gestures / interactions displayed | 7. Flexibility and Efficiency of Use | Experienced users could interact differently (voice, etc), which would improve accessibility |
| No info about what music user is listening to | 1. Visibility of System Status | Put “Currently listening to […]” in periphery/hand-phone |