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# 6.813 HW2: Dedice Prototype Heuristic Evaluation

I could not run the app on my phone (incompatible operating systems), so I tested it with the emulator instead.

After each of my observations, I included a list that indicates the applicable heuristic(s) and the estimated severity. I also included some screenshots to illustrate my observations.

Usability Problems:
1. Different fonts used in the first paragraph and the rest of the screen in How to Play.
   [Aesthetics, Cosmetic]

The font used in this paragraph is different from the rest of the screen.
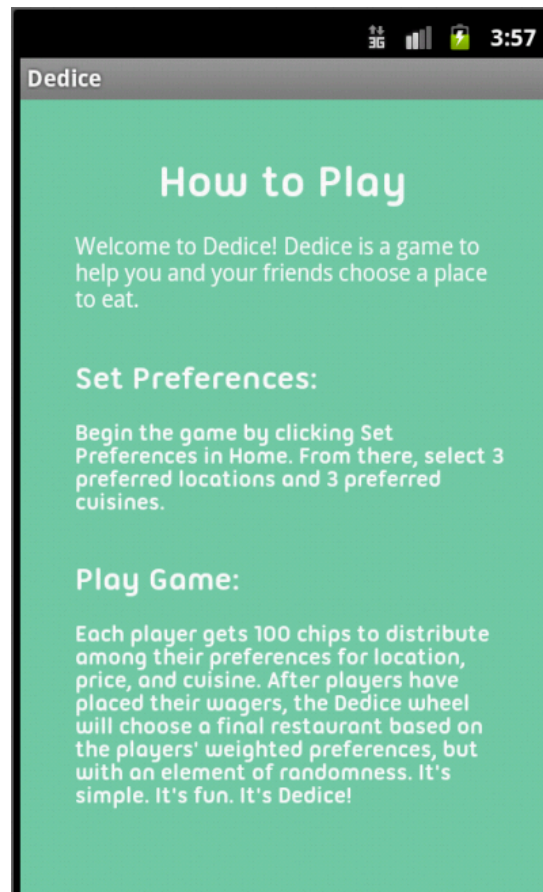
2. The dots on the dice for steps 2 and 3 are rotated differently. I think they are usually along the same diagonal of the square. [Aesthetics, Consistency, Cosmetic]

The arrows I drew through the dots should point the same way.

3. When I accidentally clicked the Cuisine Pencil, it took me a few seconds to figure out how to get out of the menu. I figured out that I should push the Back button, but I think it would be nice to have a cancel button at the bottom. [User Control & Freedom, Error Recovery, Minor]


4. User can only clear all cuisine or location selections. It would be nice to have a button to remove just one (maybe an X on the far right for each line or a long click on the option, though that would not be as obvious). [Flexibility, User control & freedom, Error recovery, Major]

5. It is not obvious that the user(s) must select exactly 3 locations and 3 cuisines. I read that in the How to Play, but once I chose three, it looked like there was space below the first three for another one, and it let me click Add Location. Additionally, I tried to play with only 2 cuisines, but the Toast came up telling me that I must select more. What if the user(s) only feels like Chinese? [Visibility of system status, User control & freedom, Flexibility, Major]

Looks like there is space for more selections. I think you could move Cuisine up and fill in the bottom with the green background color.


6. The list of cuisines is really long. Where did it come from? Would it be too hard to allow users to search for a type (by clicking the search button on the phone) if they have something specific in mind? Or maybe allow users to type their own values (I don't know how that works with your algorithm)? [User control & freedom, Flexibility & efficiency, Major]
7. The user must select each cuisine or location option separately. It would be nice to have a checkbox next to each option in the list so you can select three as you are scrolling through the choices. I've seen this in other Android applications, although it is usually a dialog which might not have the formatting you'd like. [Efficiency, Major]
8. Users have no ability to add new locations. The presets are great for people who live around MIT. I assume this will be changed if you release the app. [User control, Flexibility, Major]
9. Must return to home screen between preferences and playing the game. You could add a button at the bottom of the Set Preferences screen. This would also help address the spacing issue in #5. [Efficiency, Major]

10. The bidding screen doesn't show how many chips are in each stack. I didn't know what the breakdown was just by looking at it. [Visibility of system state, Minor]
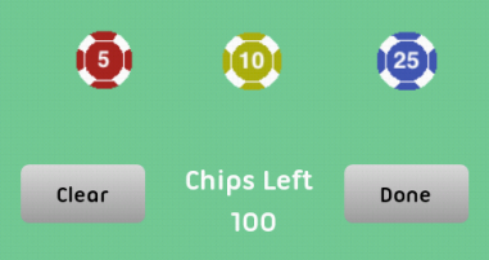

11. I couldn't move the chips once they were placed on the board, except by clicking Clear and then redoing the whole process. [Efficiency, Major]
12. The wheel takes a long time to choose between the options. I think the animation could go faster. [Efficiency, Minor]
13. The Spinner screen had a different title even though I was still in the Dedice application. Additionally, the Set Preferences screen does not have a title bar.
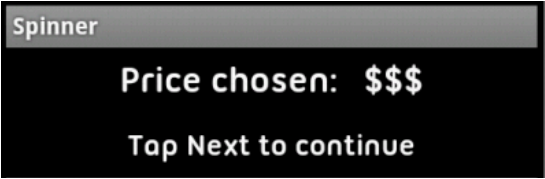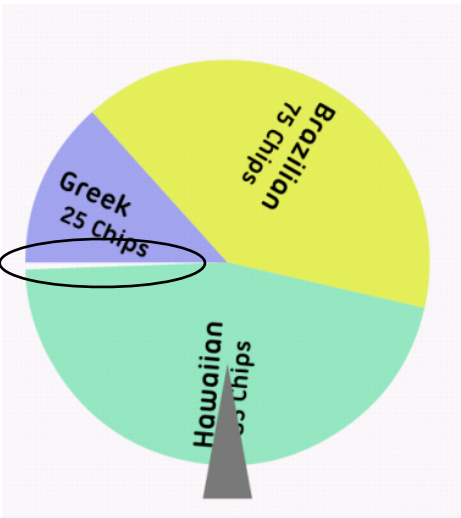

14. I found a few aesthetic things that looked funny in the spinning wheel. [Aesthetics, Cosmetic]
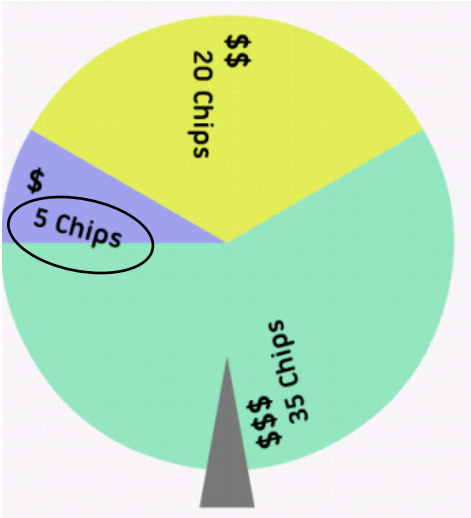
15. There is a large space between Restaurant Chosen: and the restaurant's name. [Aesthetics, Cosmetic]

16. I was offended by 'Hell No!' as text on a button and would prefer that it said something like 'Show Another' as this uses neutral language and would better indicate what the button does. [Learnability, Major]
17. Once you cycle through the restaurant options, clicking 'Hell No!' doesn't update the screen. I think it could either keep cycling through (maybe once the user has seen all of the options they want to go back) or bring up a dialog that says they have exhausted all of the options and can go back to Preferences page to choose something different. [User control & freedom, Flexibility & efficiency, Major]

Usability Successes:
18. How to Play button easily accessible from the home screen. [Help & documentation, Good]
19. The Location Selections and Cuisine Selections populate with the values I added last. [Efficiency, Good]
20. The long list of cuisines allows users to choose something as they read it if they don't have anything in mind. They can choose what sounds good. [Recognition vs recall, Good]