

Search/Home Page

1. "X" button to clear search bar
 - Having an X button to clear the search bar helps with resetting any search criteria, along with also (maybe) removing any sort of show/hide filters that may be in effect when searching through analogies.
2. Searching by more than just the misconception
 - Searching analogies by misconception is a good start since the user is likely searching for the problem that they're trying to solve, but by applying that same query to other fields such as the source domain or target domain and displaying which field was a "hit" may help the user in using the search functionality more effectively.
3. Sorting the search page by likes
 - Sorting results by likes makes sense so that the highest ranked analogies are brought right to the top of the results since it's more likely to be a better analogy and may help resolve the misconception the user is looking to address.
4. Showing/hiding columns on the search page
 - Showing and hiding certain fields for an analogy would be effective when searching so that the user can determine what fields are being used when an analogy is being searched for since they may want to search by or see more than just the misconception.
5. Hide dislikes on the search view
 - While dislikes serve some purpose in effectively ranking an analogy, it's not necessary for the dislike button to be present on the search view since it's being filtered by net likes (upvote minus downvote)

Create Page

6. Star by required fields in the create view
 - Without adding the stars, there is no indication of which fields are required/optional until the user tries to create an analogy that does not match those standards. Adding the star will make the website more user friendly.
7. Colorblind accommodation for the create analogy page
 - It's important to have some indicator of which fields are correct/incorrect other than color. We're going to add ✓ and ✗ marks to make sure that colorblind people can also use our website.

Compare Page

8. Comparing analogies mobile view
 - One of the things that our scientist mentioned in the initial meeting was that the app should work on mobile devices. Our current app comparison uses a side by side display that does not render well on smaller screens. Because of this, we need to create a separate comparison display that is compatible with small screens.

9. Compare view shows the same accordion sections on both sides
 - When comparing both analogies at the same time, we allowed the user to open any accordion they want. However, per our scientists' request, they would prefer if both analogies had the same tabs open. For example, if the user clicks the "Source Domain" accordion for analogy #1, it would open the Source Domain for both analogy #1 and analogy #2. Likewise, if the user clicks the "Target Domain" accordion for analogy #2, it would open the Target Domain for both analogy #1 and #2. Therefore, we need to synchronize both analogies to show the same component, regardless which accordion for the analogy the user clicks.
10. Rendering compare analogy section with data table
 - When we are clicking the exit button for an analogy we are comparing, the table for all the data will reappear. Depending which analogy we close (analogy #1 or #2), the table will reappear on the left or right. This may cause some distractions when trying to compare analogies. Because of this, we will fix the table jumping by requiring the table to be on one specific side when we are currently comparing one analogy.

Navigation

11. Remove Analogy, Analogy parts, and controller list controllers from controller drop-down
 - These Grails controllers were unnecessary since all CRUD operations on analogies are available through the app. The controller drop-down was reduced to just show the Spring Security controllers: create user and search user.
12. Search bar on all pages that takes you back to the main search page
 - Having a search bar on all pages was a part of our original design that we ended up removing at some point during development. It was suggested to add it back in, and we agree with that decision as it will make searching for analogies more convenient.
13. "Home" navbar button that goes to the search page
 - One of the things our UX consultants mentioned was a home button. While it is clear to us as developers that the search button/page is the home page, labeling the button "home" instead of "search" may make it easier for users to navigate the app.

Miscellaneous

14. Images in the database/on the view page
 - Being able to store images in the database may make analogies easier to understand and add to the functionality of the app.
15. Help page
 - This was on our previous todo list, but creating a help page to explain not only how the app works but also what the different parts of an analogy are will make it easier for users to navigate.

16. Move alerts to the top instead of the bottom

- Something our UX consultants pointed out was that moving the alerts to the top of the screen will make it easier for a user to see them, as opposed to the bottom.