

# Heuristic Evaluation

## Esports Stats Application



### Introduction

<b>Undergraduate Team member names</b>	<b>UI Consultants</b>	<b>Scientist</b>	<b>Professor</b>
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The Esports application is a statistics recording application that aims towards one stop view of all the specific Michigan Technological University Super Smash Bros Ultimate game player's records. The application is contributed by a group of people which includes developers as MTU's undergraduate team and UI consulted by a couple of graduate students. Also, the application is given input as to how it should behave is given by a scientist and then the overall guidance is given by the professor as well. The document is all about heuristic evaluation which is nothing but the usability inspection i.e identifying the potential problems when the application runs live and users are using it. The valid identified issues can be addressed while development and this can make sure that the application's first version is as smooth as possible.

### **Short description of Undergrad Design:**

The application seems to have a sporty color scheme and look which definitely talks of it about being a sports application. The color combination is suitable. The grids, justified content and the selection of button positions and the display of players seems to be fair.. So far the application seems to have all the needed and valid content display but could be more precise.

It being the first view, many changes will come as and when the team starts developing it but for me the initial UI view seems to be appropriate.

### **Identification of UI domain and short description:**

1. Grails will be used which is an open source web application framework.

**Source** = Grails documentation.

- [GORM](#) - An easy to use Object Mapping library with support for [SQL](#), [MongoDB](#), [Neo4j](#) and [more](#).
- View technologies for [rendering HTML](#) as well as [JSON](#)
- A controller layer built on [Spring Boot](#)
- A plugin system featuring [hundreds of plugins](#).
- Flexible profiles to [create applications with AngularJS, React and more](#).
- An interactive command line environment and build system based on [Gradle](#)
- An embedded [Tomcat](#) container which is configured for on the fly reloading

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2. Database Schemas
  3. Backend language
  4. **HTML, CSS for UI Domain**

What I believe is the UI will need HTML code for it to display for performing tasks. HTML div tags, forms, decorative tags will help the application to work. CSS will help in decoration of UI interface. The script tag can contain the functions files path so that button click can perform action. The anchor tag or router link tag can be used to navigate through different pages and also load images.

### **List of heuristic usability principles for the UI domain:**

1. Because it is the statistics record application, we need to be sure the specific users have specific access so as to not make the available data vulnerable and easily editable.
2. The web page or mobile interface should contain relevant content in the form of text or image to help users identify what exactly they are using.
3. The design should not be too crowded.
4. The routing links should not be weak. I.e. if any familiar user is trying to play with it, it should take care that the user does not get access to restricted data if so.
5. Help options should be present.
6. If the application is down then we need to see to it that the data being entered even a minute before is handled properly and no data is lost.

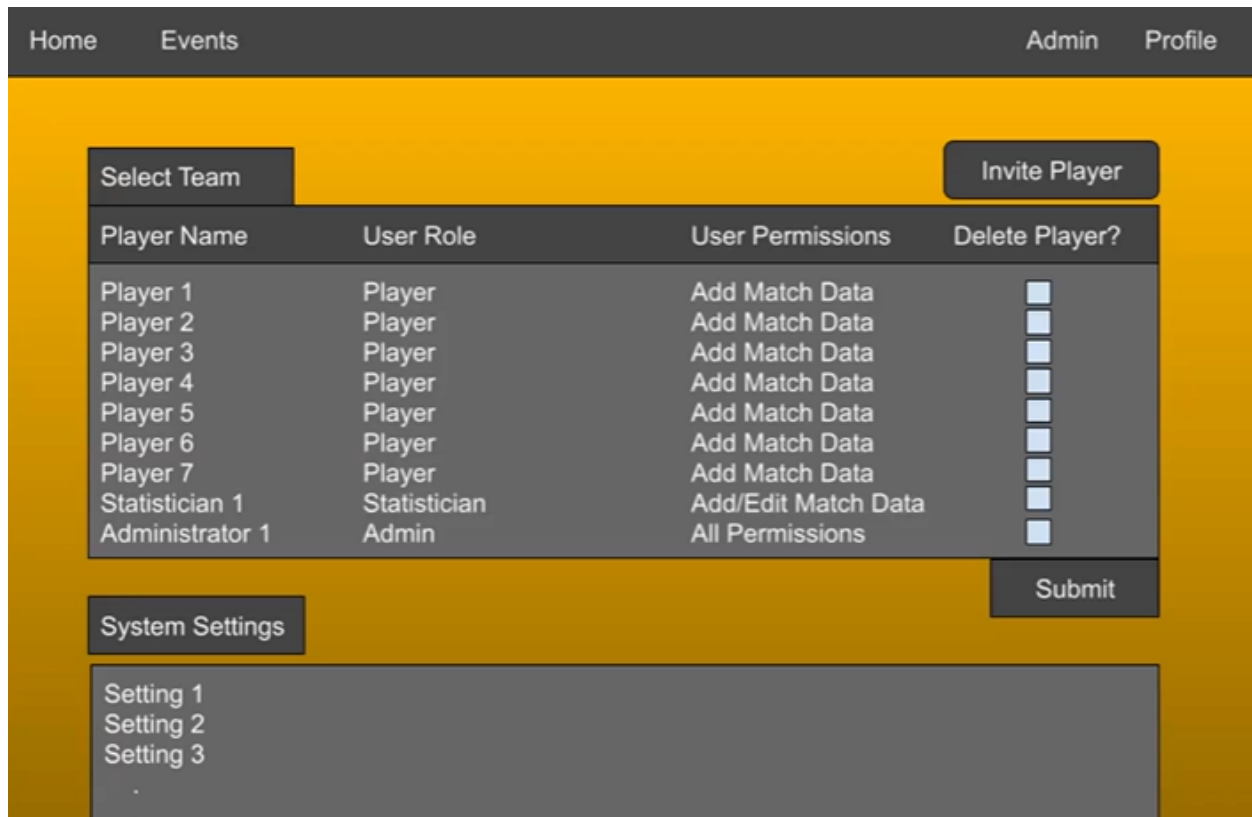
### **List of usability problems created from the heuristic evaluation:**

- Admin button shown in the screen of statistician as well and player as well.
- The home page is what is visible after login. Still home text is visible not clearing what is the use.
- The export button will export a single event or the entire is not clear.
- No help button.

### **Identification of critical usability concerns:**

- Delete button absence in the admin screen.
- Admin is visible in the delete player option.

### **Illustrate the critical usability concerns with a short story:**



**Use Case 1 :** The admin is logged in to delete a player from the application as he is not a part of Michigan Tech anymore. He has selected the player and is now about to click on delete(submit button is there yes but what does that do? Does it submit edited or added match data or it handles delete function as well?)

**Use Case 2 :** The admin has a long list of students to delete as the team is no longer part of the SSBU game. Now by mistake the admin selects his checkbox as well and deletes himself. Now he is out of the application.