William and Alex: D&D Character Editor

Positive:
- Clean and simple interface
  - Heuristic: Simple and Natural Dialog
- Clicking dice is intuitive, good use of metaphor (and they highlight to show they can be interacted with.)
  - Heuristic: Simple and Natural Dialog
- Uses clear and familiar names (to anyone used to D&D).
  - Heuristic: Speak the User’s Language
- Calculates rolls and provides lists of moves
  - Heuristic: Minimizes User Memory Load

Negative:
- Name, class, etc boxes highlight and appear to be editable but aren’t.
  - Heuristic: Consistency
  - Severity: Cosmetic
- Base ability scores highlight but not modifiers.
  - Heuristic: Consistency
  - Severity: Cosmetic
- It is unclear if anything is being reported to the GM through network or if it is purely rolling.
  - Heuristic: Feedback
  - Severity: Minor
- Prompts say to report to the GM various results, is this meant to be a out of interface action? Prompt unclear.
  - Heuristic: N/A
  - Severity: Minor
- No shortcuts for experienced users
  - Heuristic: Shortcuts
  - Severity: Minor
- Format “5 : 1d20 Roll” it took me a while to realize that meant that it had rolled a 5 on the d20 equivalent.
  - Heuristic: Simple and Natural Dialog
● Severity: Minor

The use of “:” in the “Roll a Skill” box is inconsistent. First it is “label: value” (with “Skill: perception”) then the rest are “value: label” (eg “17: SUM,” which is a very unusual ordering.)

○ Heuristic: Consistency
○ Severity: Minor

● Concentration, Perception, etc all appear lowercased in the interface however as move names I believe they would be proper nouns and capitalized (also they just seem out of place uncapitalized).

○ Heuristic: Consistency (?)
○ Severity: Cosmetic