Heuristic Evaluation & Prototype Revision

Catastrophic:

- “When you create a monster then hit the create button again, the app starts you at the last page of the create a monster dialog box, this is just a bug I think.”
  - Fixed by setting the various fields to clear and the card layout to set to the first card while opening the dialog box.
- “I can’t find a button anywhere to remove a monster if I don’t want it anymore or I make a mistake and want to start from scratch, this is an error correction issue.”
  - Added delete buttons to Bestiary Page and Monster Focus pages. They show a confirmation dialog for error prevention purposes. (Don’t currently have any backend for deletion because my backend is still swiss cheese.)

Major:

- “Visibility problem with the text, the text doesn’t size properly for the boxes it is in and so some of the text is cut off.”
  - Built a function to handle resizing the font in Monster Cards (the only place the issue was likely to appear.) Excessively long strings will still end up either unreadably small or overlapping (font size bottoms out at 3) but there isn’t much that can be done about that.

Minor:

- “An explanation to the user to explain that the local beasts are different from the codex could help keep users from uploading everything they make out of confusion, at first I didn’t realize that the codex was the online database of monsters, this is a documentation issue”
  - Added title page to the codex mentioning that it is an online database.
- “It could help if there is a section on the main page in a monsters box where it displays the gm notes, rather than the gm having to click on the monster each time to check the notes, this is a memory load issue.”
  - To maintain external consistency with the Dungeon World playbook and website I don’t want to make the note part of the card itself. A possible solution would be making the user able to pop open extra windows each with a static monster and note. However I don’t have time to implement this at the current time.

Cosmetic:

- “I would have liked to have been able to resize the window to see more or less for ease of use, this is a flexibility issue”
  - Reenabled window resizing, and tracked down various odd behaviors on resize. Then
set minimum window size to prevent any otherwise unavoidable odd behaviors.

- “It took awhile before I understood how to add a GM note to a textbox that looks like you can type in it.”
  ○ Checked through interface and made slight changes to ensure all editable text fields show up as white, all non-editable ones are gray. Thus giving consistency cues.

**Unfixable/Non-Issue/Too Vague:**

- “While the local beasts have a good way of sorting them, the codex lacks a meaningful sorting feature, and if I’m understanding the system correctly this section will have more beasts then the local section, this is an efficiency problem.”
  ○ The codex lacks a meaningful sorting feature as it is meant to represent an interface to an existing web database of monsters, which possesses no meaningful sorting feature. Thus I am limited by the source material. (The only way I would be able to sort would be to keep a local copy of the codex which defeats the purpose.)

- “I don’t understand why the filter label is grayed out, it make it feel like a button I can’t press even though it’s just a label, it’s also not very noticeable at first, this is a visibility issue.”
  ○ Grayed out because it doesn’t do anything at the moment. (Any non grayed out function at least has a dummy implementation.)

- “Very detailed, and needs to be simplified. Hard to navigate at times and maybe hard for the average user not used to Dungeon World.”
  ○ Since this system is built to support GMs a basic familiarity with Dungeon World is assumed. Prior to GMing a user will have either read the Dungeon World handbook or played a nontrivial number of games. (Or have prior GMing experience for a different game.)

- “I didn’t come across any error message.”
  ○ At this point in time there are no errors which can occur since all occurrences are spoofed. Error messages would be added once the survey is actually calculating and the system is actually connecting to the web and saving and loading monsters.

- “For a quick tip, I’m not positive that the survey questions are required but if so maybe limit the user from moving on to the next question until the previous one is filled in or valid.”
  ○ No survey question is technically required. An argument could be made for the name being required but that is about it.

- “UI is easy to make errors and I find it hard to navigate at times, constantly clicking between screens and buttons.”
  ○ I’m not sure what to do with this, it isn’t specific enough.

- “The back button on the monster info page is on the top instead of on the bottom where I expected it to be, this is an external consistency problem.”
Positioning is based on that of browsers and the fact that top level navigation in my interface is all near the top of the page.

- “The interface needs more clarification on what recent monsters are in the codex, are they monsters you created recently? If so why do you need to download them? Are they the most recent monsters uploaded by all users? This is a documentation issue.”
  - The answer to this would become clear in an active interface, as this section represents monsters most recently uploaded by all users. The user would be able to see unfamiliar monster’s in the section.

- “Some navigation may need some feedback popups.”
  - Once again too vague to be useful. Though I kept an eye out when adding new features.