Prototype Description:	*Prototype of DareDrop, a mobile app designed to help recent graduates adjust to post-grad life and reconnect with their creativity by providing daily, low effort, creative dares.*				**IMPORTANT: TO MAKE SURE FORMULAS WORK PROPERLY:** **1) DO NOT DELETE ANY COLUMNS** **2) ONLY ADD ROWS TO THE BOTTOM OF THE TABLE (NOT THE TOP)**
			Your TA will remove your names before the document is given to the project team. Under the "Found by" column, use these letters to identify yourselves		When finished, please double check your numbers under 'evaluation statistics' & let your TA know if there's a bug with the formula
Simple Task	*User recieves their daily dare*		**Evaluator A:**		
Moderate Task	*User sees their past dares*		**Evaluator B:**		
Complex Task	*Users can share their creative engagement and pass on dares to other users*		**Evaluator C:**		
			Evaluator D:		
				**attach images in this column if helpful*	

Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by	Column 1
2	H3: User Control & Freedom	1. Simple Task	3	After completing the dare, such as writing the story, the user is not able to go back and modify it if they want to.		Users should have the flexibility to return to the screen where they can submit/change their dare in the case that they accidently press complete.	Still include the back arrow in the complete page to take them back to inputing their dare.	B, C, D	
3	H7: Flexibility & Efficiency of Use	2. Moderate Task		[Review Inspiration Flow] When I am in the home page, I am not able to see the past dares by clicking on the Your Dares card and only from a small bubble within the your dare preview.		It can be confusing for users to see this card component and not be able to actually view the full dares page. There is also no reason/value of having this card component in the home screen if the user won't be able to access it fully.	When someone clicks on the Your Dares card in the home page, it should take them to the full Your Dares page.	A, D, C	works only sometimes - mike
4	H7: Flexibility & Efficiency of Use	2. Moderate Task		[Writing dare flow] Users are unable to open their past dares from the main home screen unless they have completed today's dare. Bug? Unclear if this is intentional or not. The window for your dares appears, but it isn't a clickable asset.		Users may want to quickly look through their past dares before completing their dare, or try to quickly access something to reference for the new dare. Hopefully users could access them if needed.	Have the your dares window lead to the corresponding page. Otherwise, make it clearer that users must complete today's dare in order to access past dares.		
5	H7: Flexibility & Efficiency of Use	2. Moderate Task	3	While the visual display for the dares is unique and interesting, it is hard to search or find a specific dare — especially if there are many.		If someone has a lot of dares, it may be hard to easily navigate through all of them or find the memory that they specifically have	A way to sort the dares by day (week, month, year) or a way to filter them.	C, B, A, D	
6	H1: Visibility of System Status	1. Simple Task	3	After a user create a dare, there is no indication of where that dare has been stored.		When a user creates a dare, they want to see where they can find it in the "View your past dares" page.	When someone creates a dare, and they click on see past dares, the newly added dare should appear highlighted for a few seconds on the page.	D	
7	H4: Consistency & Standards	5. Extra Violations		After a user creates a dare and goes back to the home page, they layout of the home page is different — the logo changes to the right corner, the card has a different background, and you can't see your progress from the streaks anymore.		Having the homepages with very different layouts makes the style inconsistent and may confuse the user to think they are in a different page.	Choose a set layout for the homepage (Logo, streak, and cards should all be in the same place)	C, B, D	
9	H7: Flexibility & Efficiency of Use	3. Complex Task	3	When you create a dare, you're not able to immediately share that with a friend or pass it on.		When someone creates a dare and they immediately want to share that with other people, they will, supposedly, have to navigate to the past dares page, click on it, and then share — this process is too long.	After someone creates a dare, an overlay can pop up asking them if they want to share this dare	A, D, C	
10	H7: Flexibility & Efficiency of Use	1. Simple Task	3	When a user clicks on a card that says they completed their dare, they are taken to the congrats page, but they're not able to actually see the dare they did.		This makes it hard for users to easily check back their dare submission once they have created it.	When someone clicks on the circle that contains a preview of their dare, they should be able to see it.	A, B, D, C	
12	H8: Aesthetic & Minimalist Design	2. Moderate Task	3	When you click on the Your Dares page from the card in the home page, both the back and home button appear — even though they should navigate to the home page.		Having two buttons with the same functionality is unecessary and adds more information to the visual layout than needed.	Remove the back button and keep only the home icon.	A, C, B, D	
15	H3: User Control & Freedom	1. Simple Task	3	There is no functionality for the user to save their dare as a draft and continue editing it later.		If a user is in the middle of completing their dare, but they want to explore other aspects of you app, they aren't able to save their progress and easily go back.	Have a button that says, save as draft in the page where the user is completing the dare.	A, B, C, D	
16	H7: Flexibility & Efficiency of Use	3. Complex Task	3	The user can't keep track of what dares they shared with and with whom.		This can make it hard for users to remember what they have shared and with how many people.	An button in the page where they can see the dare, to also be able to see who they've shared it with.	C, D	
25	H7: Flexibility & Efficiency of Use	5. Extra Violations	3	There is no profile page where a user can see their name, picture, logout, etc.		A user should be able to easily access the profile information and be able to change things like how there name is used throughout the app.	Include a profile picture icon on the top left corner that, once clicked, allows users to change their account information.	D	
31	H8: Aesthetic & Minimalist Design	1. Simple Task	3	There is no big incentive to complete the dare.		The Dare card doesn't stand out as much to promote or spark user's interest to complete the dare.	Have a countdown to complete the dare or a attention-grabbing icon that represents that dare.	A, D	
35	H1: Visibility of System Status	4. All Tasks		It seems like halfway through, there are certain times when you jump forward a day into homepage with the dare with the photo dare, and sometimes you go into the dare with the text. It isn't clear which day we're on or how we're jumping between the two times.		The status of viewing your daily screen is not clear as to how you are going back and forth. Potentially, this is a prototyping error? Otherwise, this is confusing for the user as there is no clear date on the screen to show which date they are on the home screen, for if it is a past or current dare.	Either remove the ability to view the dares from the home screen of different days or have an explicit button to go back and forth between days.	A	
40	H11: Accessible Design	2. Moderate Task	3	The bubbles are of varying sizes which are all pretty small on the dare screen, as it would be on mobile. It's pretty hard to view and scan through all your past dares in the current UI provided. It is a brief, random image and could be hard for users to associate with specific images and making it hard for those who have poor eyes.		This prevents users from actually finding the dares they have in mind and makes it hard for those with poor eyesight to effectively view all of their dares in a quick manner.	Having a soft hover feature where users can scrub through to enlarge the image to make it easier for the users to actually view the images in full size.	C, B, A	
45	H2: Match b/w System & World	3. Complex Task	3	Upon clicking into a specific date from your past dare page, the header of the dare is "dare 11". To the user, the dare count doesn't have much significance as they're not likely counting up the amounts of dares they've done.		This contradicts the way the user thinks about the app as you want it to be fun and playful, so the user is likely not quantifying their dares. Having it match more of the real world by having the header be related to the actual creative output would align more with the world.	Move up the caption of the image to be the title. Or, include some sort of smart, labeling that was previously mentioned to come up with a title for the creative piece.	C, B, A	
49	H4: Consistency & Standards	1. Simple Task	3	Pencil icon next to the given dare aligns with other UI that suggests that the text field with the icon is editable for the user. The blue font especially underlines this thought process as blue typically indicates a temporary field.		In violation of H4 because it isn't consistent with UI standards as the... with a pencil icon is typically indicative of a field for the user to fill up. It leads to confusion for the user and potentially misunderstandign the dare assigned to them.	Change the pencil icon to something like a journal, or use some visual differentiator to separate the pencil from the text field. Maybe have the pencil in a different color, size or above/below the dare.	A	
51	H5: Error Prevention	1. Simple Task		If the user is currently working on a dare within the app, like the text prompt given, what would happen to the inputted task if they left the screen or could go back? There are no signs of this potential error happening in your prototype, but it is likely to happen at some point for users.		Typically, if users accidentally click out of something they've been making progress on, there would be some pop-up that would inform them that they are exiting a workflow. With the prototype not allowing you to actually model this, it is hard to understand what the error prevention guardrails would look like.	Include a pop-up upon the user exiting to let them know that their progress has not been submitted. Maybe include a way for them to come back to it and complete it later or tell them that all of their progress will be lost.	C, A, B	
57	H8: Aesthetic & Minimalist Design	2. Moderate Task		When accessing the your past dares page, there is a weird bug where it will briefly fade into the main home page back and forth without and indication or specific reason between going back between the two.		This transition is unsettling for the user and may make them confused as to which screen they are currently on and impedes on the minimalist design and transitions in place	Keep the transition to the home page through the navigation-bar and have the your past dares screen constantly on, unless explicitly exited.	A	
58	H9: Help Users with Errors	1. Simple Task		Give the user an option to recover the progress on a dare they previously incompleted. With people eating apps or multitasking they may lose progress so help the user recover and return to theproject.		Users may have spent a lot of time on a project/dare and simply forgot to submit it and exited the app. This would be quite troubling as this is a common error that could cost the user a lot of time and could discourage the user.	Have a pop-up notification in case the user has entered something in the field but hasn't submitted to reconfirm. Or upon openning the app and having an unsubmitted draft, ask the user tif they want to discard or continue the draft.	C, A, B	
60	H10: Help & Documentation	1. Simple Task	3	The example dare shows a title before the story in the text box but this is not going to be the case for all users since no instructions to add a title are given.		Not all users will be inclined to use a title as the task is to only give a short story. In these cases, it might be troublesome for users to access their dare after cometion as the dare ball created from the example has the title within. How would the ball be titled if a user isn't inclined to give one on their own.	Have a box for a title when a text based task is given to give users easy access later	B, C, A	
62	H12: Value Alignment & Inclusion	1. Simple Task	3	The dare says to write about a stranger near you, without considering if the user will actually have someone near them.		Users can be in a wide range of situations/locations when they get a dare, including by themselves. Especially considering this app targets post-grads, this is a demographic who could be working from home and not necessarily have a stranger near them.	You could provide more dare options for users to choose from, rather than just 1, or have more of an onboarding process that asks users about their habits or preferences.	C, B	
63	H4: Consistency & Standards	1. Simple Task	3	The streak/fire button doesn't increment after completing a task	[2]	The number of days says 32 both before and after completing the dare, which is a bit confusing. Is 32 the number of days using the app or the number of dares completed on a row?	Have a consistent convention on when to increment the streak count.	C	
65	H11: Accessible Design	2. Moderate Task		The brown text on reddish orange might be hard to view to those with red-green colorblindness		The reddish orange with light brown text would blend together as these colors compress into yellowish tan tones. It would not be very clear for those who suffer	It might be helpful to add dark brown around the 32 days text or add a text shadow. The color could also be changed to a darker shade of brown to ensure it is distinct.	B	
67	H4: Consistency & Standards	3. Complex Task	3	The share your creativity does not give the receiver of a text message any context as to why a person wants them to check out their dare. It also doesn't say what the dare is and simply sends a picture.		It only sends text saying check out my dare and the photo. A person receiving this text will be left wondering what this dare is from and why they sent a picture. Traditionally apps always route a receiver to the app when something is shared to give context from what it is from. It also doesn't say what dare was completed.	Add more text that links back to the app. It might say Complete your own dare: "applink here" It should also say I completed this dare: "insert dare"	B	