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Heuristic Evaluation - A System Checklist

1. Visibility of System Status

The system should always keep user informed about what is going on, through appropriate feedback within reasonable time.

#	Review Checklist	Yes	No	N/A	Comments
1.1	Does every display begin with a title or header that describes screen contents?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	All displays have a title describing the content.
1.2	Is there a consistent icon design scheme and stylistic treatment across the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	However, in the coded app there will be a major icon overhaul to unify even more all the icons
1.3	Is a single, selected icon clearly visible when surrounded by unselected icons?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
1.4	Do menu instructions, prompts, and error messages appear in the same place(s) on each menu?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however it depends on their type, as all of them have a set position.
1.5	In multipage data entry screens, is each page labelled to show its relation to others?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable, as there are no multipage data entry screens.
1.6	If overtyping and insert mode are both available, is there a visible indication of which one the user is in?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
1.7	If pop-up windows are used to display error messages, do they allow the user to see the field in error?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
1.8	Is there some form of system feedback for every operator action?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Users can see the output of their actions in the application.
1.9	After the user completes an action (or group of actions), does the feedback indicate that the next group of actions can be started?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The application does not take initiative; it is just an assistant for the users' actions.
1.10	Is there visual feedback in menus or dialog boxes about which choices are selectable?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they are styled as per Google material design standards.
1.11	Is there visual feedback in menus or dialog boxes about which choice the cursor is on now?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	We do not have cursor, however, i.e., when a tab is clicked there is a change on the visual style showing it has been selected.

#	Review Checklist	Yes	No	N/A	Comments
1.12	If multiple options can be selected in a menu or dialog box, is there visual feedback about which options are already selected?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Checkboxes styles change to show they are selected.
1.13	Is there visual feedback when objects are selected or moved?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, checkboxes or radio buttons have they style changed.
1.14	Is the current status of an icon clearly indicated?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable, as the icons only have 1 status.
1.15	Is there feedback when function keys are pressed?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
1.16	If there are observable delays (greater than fifteen seconds) in the system's response time, is the user kept informed of the system's progress?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	This could happen if there was a connectivity issue and the users would be informed of the problem.
1.17	Are response times appropriate to the task?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however the device needs to comply with the minimum requirements defined.
1.18	Typing, cursor motion, mouse selection: 50-1 50 milliseconds	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however the device needs to comply with the minimum requirements defined.
1.19	Simple, frequent tasks: less than 1 second	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however the device needs to comply with the minimum requirements defined.
1.20	Common tasks: 2-4 seconds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however the device needs to comply with the minimum requirements defined.
1.21	Complex tasks: 8-12 seconds	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
1.22	Are response times appropriate to the user's cognitive processing?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Most of the tasks are almost instant, only factor con make them slower could be network speed, refreshing data.
1.23	Continuity of thinking is required and information must be remembered throughout several responses: less than two seconds.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Users do not need to remember information.
1.24	High levels of concentration aren't necessary and remembering information is not required: two to fifteen seconds.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Users do not need to remember information.
1.25	Is the menu-naming terminology consistent with the user's task domain?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the name of the menu(tabs)
1.26	Does the system provide <i>visibility</i> : that is, by looking, can the user tell the state of the system and the alternatives for action?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The users know where is it at any point, however extra indicators could be added in case a task is taking longer than expected to complete.

#	Review Checklist	Yes	No	N/A	Comments
1.27	Do GUI menus make obvious which item has been selected?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the tabs, checkboxes and radio buttons change their style when selected.
1.28	Do GUI menus make obvious whether deselection is possible?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
1.29	If users must navigate between multiple screens, does the system use context labels, menu maps, and place markers as navigational aids?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable, as the application is just a single screen with different views.

2. Match Between System and the Real World

The system should speak the user's language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

#	Review Checklist	Yes	No	N/A	Comments
2.1	Are icons concrete and familiar?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however icon will be change for a unified set on the coded application.
2.2	Are menu choices ordered in the most logical way, given the user, the item names, and the task variables?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Some options of the menus, should get sorted alphabetically.
2.3	If there is a natural sequence to menu choices, has it been used?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In some of them, sort all the menus.
2.4	Do related and interdependent fields appear on the same screen?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Modify the coded app to not shown that type of data if not available, as it is not captured in that location.
2.5	If shape is used as a visual cue, does it match cultural conventions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.6	Do the selected colours correspond to common expectations about colour codes?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, colours are following Google material design guidelines.
2.7	When prompts imply a necessary action, are the words in the message consistent with that action?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, message and action are linked as the users would expect.
2.8	Do keystroke references in prompts match actual key names?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.9	On data entry screens, are tasks described in terminology familiar to users?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the information is shown in a simple and clear manner.
2.10	Are field-level prompts provided for data entry screens?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the input field of adding a city provides the details needed for the users.
2.11	For question and answer interfaces, are questions stated in clear, simple language?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The language used in the application is simple and easy to understand.
2.12	Do menu choices fit logically into categories that have readily understood meanings?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, categories are sorted in a logical way.
2.13	Are menu titles parallel grammatically?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all of them they offer the same structure.
2.14	Does the command language employ user jargon and avoid computer jargon?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.15	Are command names specific rather than general?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
2.16	Does the command language allow both full names and abbreviations?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.17	Are input data codes meaningful?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.18	Have uncommon letter sequences been avoided whenever possible?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In the prototype cardinal positions for wind are used, however for the coded application, it is going to be changed by icons.
2.19	Does the system automatically enter leading or trailing spaces to align decimal points?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, data fields are formatted to standards.
2.20	Does the system automatically enter a dollar sign and decimal for monetary entries?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.21	Does the system automatically enter commas in numeric values greater than 9999?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
2.22	Do GUI menus offer activation: that is, make obvious how to say "now do it"?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The application does not take the lead; it follows the commands from the users.
2.23	Has the system been designed so that keys with similar names do not perform opposite (and potentially dangerous) actions?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, similar actions, perform similar.
2.24	Are function keys labelled clearly and distinctively, even if this means breaking consistency rules?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

3. User Control and Freedom

Users should be free to select and sequence tasks (when appropriate), rather than having the system do this for them. Users often choose system functions by mistake and will need a clearly marked “emergency exit” to leave the unwanted state without having to go through an extended dialogue. Users should make their own decisions (with clear information) regarding the costs of exiting current work. The system should support undo and redo.

#	Review Checklist	Yes	No	N/A	Comments
3.1	If setting up windows is a low-frequency task, is it particularly easy to remember?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.2	In systems that use overlapping windows, is it easy for users to rearrange windows on the screen?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.3	In systems that use overlapping windows, is it easy for users to switch between windows?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.4	When a user's task is complete, does the system wait for a signal from the user before processing?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The app performs the task of the user after being specified.
3.5	Can users type-ahead in a system with many nested menus?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.6	Are users prompted to confirm commands that have drastic, destructive consequences?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, as there are no destructive consequences, everything can get restored.
3.7	Is there an "undo" function at the level of a single action, a data entry, and a complete group of actions?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all actions done by the users can be undone.
3.8	Can users cancel out of operations in progress?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can stop at any point.
3.9	Are character edits allowed in commands?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.10	Can users reduce data entry time by copying and modifying existing data?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	While adding a location, users can click of the options offered by the application
3.11	Are character edits allowed in data entry fields?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can modify what they are typing.
3.12	If menu lists are long (more than seven items), can users select an item either by moving the cursor or by typing a mnemonic code?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can click any item of the menu.
3.13	If the system uses a pointing device, do users have the option of either clicking on menu items or using a keyboard shortcut?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, user can click on any item when tapping the screen.
3.14	Are menus broad (many items on a menu) rather than deep (many menu levels)?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, only 2 levels of menu are used.
3.15	If the system has multiple menu levels, is there a mechanism that allows users to go back to previous menus?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Users can always go back, using the previous button, or to the main menu on clicking the application icon on the top left of the application

#	Review Checklist	Yes	No	N/A	Comments
3.16	If users can go back to a previous menu, can they change their earlier menu choice?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Users can choose any option they want.
3.17	Can users move forward and backward between fields or dialog box options?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they only need to click in the option they want.
3.18	If the system has multipage data entry screens, can users move backward and forward among all the pages in the set?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.19	If the system uses a question and answer interface, can users go back to previous questions or skip forward to later questions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.20	Do function keys that can cause serious consequences have an undo feature?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
3.21	Can users easily reverse their actions?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can easily reverse any action they have done.
3.22	If the system allows users to reverse their actions, is there a retracing mechanism to allow for multiple undos?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The application only allows individuals undos.
3.23	Can users set their own system, session, file, and screen defaults?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The application is mainly predefined; however, the users can change different settings from the options menu, or customize the locations they want to receive weather forecast.

4. Consistency and Standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

#	Review Checklist	Yes	No	N/A	Comments
4.1	Have industry or company formatting standards been followed consistently in all screens within a system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, application follow the guidelines defined by Google for material design.
4.2	Has a heavy use of all uppercase letters on a screen been avoided?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, text is properly formatted.
4.3	Do abbreviations not include punctuation?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Modify all the abbreviations to finish with punctuation.
4.4	Are integers right-justified and real numbers decimal-aligned?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.5	Are icons labelled?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not all of them as they are self-explanatory.
4.6	Are there no more than twelve to twenty icon types?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, as many icons are required to express all possible weather conditions.
4.7	Are there salient visual cues to identify the active window?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the style of the tab indicates where the user is.
4.8	Does each window have a title?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all screens are labelled
4.9	Are vertical and horizontal scrolling possible in each window?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Users can swipe right and left to navigate through the views or can click on the tab menu, and vertical scrolling is possible when the information does not fit on a single screen.
4.10	Does the menu structure match the task structure?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the application follows the mental model of the users.
4.11	Have industry or company standards been established for menu design, and are they applied consistently on all menu screens in the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, guidelines from material design from Google are being followed.
4.12	Are menu choice lists presented vertically?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes.
4.13	If "exit" is a menu choice, does it always appear at the bottom of the list?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.14	Are menu titles either centred or left-justified?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes.
4.15	Are menu items left-justified, with the item number or mnemonic preceding the name?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.16	Do embedded field-level prompts appear to the right of the field label?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
4.17	Do on-line instructions appear in a consistent location across screens?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.18	Are field labels and fields distinguished typographically?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they use different typography styles.
4.19	Are field labels consistent from one data entry screen to another?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the follow design guidelines and typography is used.
4.20	Are fields and labels left-justified for alpha lists and right-justified for numeric lists?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.21	Do field labels appear to the left of single fields and above list fields?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they appear on above.
4.22	Are attention-getting techniques used with care?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
4.23	Intensity: two levels only	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, using, light, regular and bold.
4.24	Size: up to four sizes	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
4.25	Font: up to three	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, only Robot font is used
4.26	Blink: two to four hertz	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.27	Colour: up to four (additional colours for occasional use only)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, four colours are used for text
4.28	Sound: soft tones for regular positive feedback, harsh for rare critical conditions	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, 1 sound is used for error messages, using the defined by the O.S.
4.29	Are attention-getting techniques used only for exceptional conditions or for time-dependent information?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.30	Are there no more than four to seven colours, and are they far apart along the visible spectrum?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	As of now many colours are used for the icons, but in the coded application all will be unified in 1 style
4.31	Is a legend provided if colour codes are numerous or not obvious in meaning?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.32	Have pairings of high-chroma, spectrally extreme colours been avoided?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, similar colours have been used.
4.33	Are saturated blues avoided for text or other small, thin line symbols?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, in order to ensure the readability.
4.34	Is the most important information placed at the beginning of the prompt?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, as the title of it.
4.35	Are user actions named consistently across all prompts in the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the follow the same structure.
4.36	Are system objects named consistently across all prompts in the system?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.37	Do field-level prompts provide more information than a restatement of the field name?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
4.38	For question and answer interfaces, are the valid inputs for a question listed?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.39	Are menu choice names consistent, both within each menu and across the system, in grammatical style and terminology?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
4.40	Does the structure of menu choice names match their corresponding menu titles?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
4.41	Are commands used the same way, and do they mean the same thing, in all parts of the system?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.42	Does the command language have a consistent, natural, and mnemonic syntax?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.43	Do abbreviations follow a simple primary rule and, if necessary, a simple secondary rule for abbreviations that otherwise would be duplicates?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.44	Is the secondary rule used only when necessary?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.45	Are abbreviated words all the same length?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, as of now while using cardinal points for the wind direction, however in the applications this abbreviations will be replaced by icons.
4.46	Is the structure of a data entry value consistent from screen to screen?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, it follows the same structure.
4.47	Is the method for moving the cursor to the next or previous field consistent throughout the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all the application follows the same pattern for interacting.
4.48	If the system has multipage data entry screens, do all pages have the same title?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.49	If the system has multipage data entry screens, does each page have a sequential page number?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.50	Does the system follow industry or company standards for function key assignments?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
4.51	Are high-value, high-chroma colours used to attract attention?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, only easy to read colours are used.

5. Help Users Recognize, Diagnose, and Recover From Errors

Error messages should be expressed in plain language (NO CODES).

#	Review Checklist	Yes	No	N/A	Comments
5.1	Is sound used to signal an error?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however it depends on the sounds settings of the user device.
5.2	Are prompts stated constructively, without overt or implied criticism of the user?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the message appearing, they are informing the users not blaming them.
5.3	Do prompts imply that the user is in control?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they can choose what to do.
5.4	Are prompts brief and unambiguous.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, only the needed text is use, to keep a clear and short message.
5.5	Are error messages worded so that the system, not the user, takes the blame?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
5.6	If humorous error messages are used, are they appropriate and inoffensive to the user population?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable, as there are none.
5.7	Are error messages grammatically correct?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they are correct.
5.8	Do error messages avoid the use of exclamation points?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	No exclamations points are used.
5.9	Do error messages avoid the use of violent or hostile words?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all the messages are correct and respectful to the users.
5.10	Do error messages avoid an anthropomorphic tone?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	This attribution it is not used.
5.11	Do all error messages in the system use consistent grammatical style, form, terminology, and abbreviations?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all of them they follow the same structure.
5.12	Do messages place users in control of the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can choose what to do.
5.13	Does the command language use normal action-object syntax?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
5.14	Does the command language avoid arbitrary, non-English use of punctuation, except for symbols that users already know?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
5.15	If an error is detected in a data entry field, does the system place the cursor in that field or highlight the error?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	While the users are typing to add a location, if none is found users will be informed.
5.16	Do error messages inform the user of the error's severity?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The messages shown are general, they are used to inform the users and not to upset them.

#	Review Checklist	Yes	No	N/A	Comments
5.17	Do error messages suggest the cause of the problem?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the possible cause it is presented on the message.
5.18	Do error messages provide appropriate semantic information?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not applicable.
5.19	Do error messages provide appropriate syntactic information?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
5.20	Do error messages indicate what action the user needs to take to correct the error?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, error messages explain what might be the cause of the problem and how can it be solved.
5.21	If the system supports both novice and expert users, are multiple levels of error-message detail available?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	If an error happens, the error message is the same for all users, providing clear details on the error.

6. Error Prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place.

#	Review Checklist	Yes	No	N/A	Comments
6.1	If the database includes groups of data, can users enter more than one group on a single screen?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.2	Have dots or underscores been used to indicate field length?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	There is only one input field, however as the name of the location can vary it has not been given a maximum length.
6.3	Is the menu choice name on a higher-level menu used as the menu title of the lower-level menu?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Main menu titles are unique and they are not reused.
6.4	Are menu choices logical, distinctive, and mutually exclusive?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	All the menu options available are well differentiated
6.5	Are data inputs case-blind whenever possible?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The only input field for adding of the location is case insensitive.
6.6	If the system displays multiple windows, is navigation between windows simple and visible?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	All the time, users have the main screen and one extra menu or pop-up open to complete a task.
6.7	Are the function keys that can cause the most serious consequences in hard-to-reach positions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.8	Are the function keys that can cause the most serious consequences located far away from low-consequence and high-use keys?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.9	Has the use of qualifier keys been minimized?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.10	If the system uses qualifier keys, are they used consistently throughout the system?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.11	Does the system prevent users from making errors whenever possible?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Users are informed of a possible solution.
6.12	Does the system warn users if they are about to make a potentially serious error?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Users can not make serious errors.
6.13	Does the system intelligently interpret variations in user commands?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
6.14	Do data entry screens and dialog boxes indicate the number of character spaces available in a field?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	There is only one input field, however as the name of the location can vary it has not been given a maximum length.
6.15	Do fields in data entry screens and dialog boxes contain default values when appropriate?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not, as the default city might be different for every user.

7. Recognition Rather Than Recall

Make objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

#	Review Checklist	Yes	No	N/A	Comments
7.1	For question and answer interfaces, are visual cues and white space used to distinguish questions, prompts, instructions, and user input?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the styles used are different.
7.2	Does the data display start in the upper-left corner of the screen?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the information starts on the top left corner.
7.3	Are multiword field labels placed horizontally (not stacked vertically)?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.4	Are all data a user needs on display at each step in a transaction sequence?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.5	Are prompts, cues, and messages placed where the eye is likely to be looking on the screen?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.6	Have prompts been formatted using white space, justification, and visual cues for easy scanning?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.7	Do text areas have "breathing space" around them?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.8	Is there an obvious visual distinction made between "choose one" menu and "choose many" menus?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, using radio buttons or choosing checkboxes.
7.9	Have spatial relationships between soft function keys (on-screen cues) and keyboard function keys been preserved?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.10	Does the system grey out or delete labels of currently inactive soft function keys?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.11	Is white space used to create symmetry and lead the eye in the appropriate direction?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the application is designed to facilitate the reading.
7.12	Have items been grouped into logical zones, and have headings been used to distinguish between zones?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, information has been sorted in groups.
7.13	Are zones no more than twelve to fourteen characters wide and six to seven lines high?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.14	Have zones been separated by spaces, lines, colour, letters, bold titles, rules lines, or shaded areas?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, lines and different colours create different areas.
7.15	Are field labels close to fields, but separated by at least one space?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.16	Are long columnar fields broken up into groups of five, separated by a blank line?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.17	Are optional data entry fields clearly marked?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
7.18	Are symbols used to break long input strings into "chunks"?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.19	Is reverse video or colour highlighting used to get the user's attention?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.20	Is reverse video used to indicate that an item has been selected?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.21	Are size, boldface, underlining, colour, shading, or typography used to show relative quantity or importance of different screen items?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, different typography styles are used to emphasize the content.
7.22	Are borders used to identify meaningful groups?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.23	Has the same colour been used to group related elements?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.24	Is colour coding consistent throughout the system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.25	Is colour used in conjunction with some other redundant cue?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, typography.
7.26	Is there good colour and brightness contrast between image and background colours?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, ensuring that the text is easy to read.
7.27	Have light, bright, saturated colours been used to emphasize data and have darker, duller, and desaturated colours been used to de-emphasize data?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.28	Is the first word of each menu choice the most important?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, they have been sorted alphabetically.
7.29	Does the system provide <i>mapping</i> : that is, are the relationships between controls and actions apparent to the user?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.30	Are input data codes distinctive?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not applicable.
7.31	Have frequently confused data pairs been eliminated whenever possible?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not applicable.
7.32	Have large strings of numbers or letters been broken into chunks?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not applicable.
7.33	Are inactive menu items greyed out or omitted?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, different styles for checkboxes or radio buttons not active.
7.34	Are there menu selection defaults?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
7.35	If the system has many menu levels or complex menu levels, do users have access to an on-line spatial menu map?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	There are only 2 menu levels.
7.36	Do GUI menus offer affordance: that is, make obvious where selection is possible?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the interface eases the user decision.
7.37	Are there salient visual cues to identify the active window?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.38	Are function keys arranged in logical groups?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
7.39	Do data entry screens and dialog boxes indicate when fields are optional?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
7.40	On data entry screens and dialog boxes, are dependent fields displayed only when necessary?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

8. Flexibility and Minimalist Design

Accelerators-unseen by the novice user-may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions. Provide alternative means of access and operation for users who differ from the “average” user (e.g., physical or cognitive ability, culture, language, etc.)

#	Review Checklist	Yes	No	N/A	Comments
8.1	If the system supports both novice and expert users, are multiple levels of error message detail available?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	If an error happens, the error message is the same for all users, providing clear details on the error.
8.2	Does the system allow novices to use a keyword grammar and experts to use a positional grammar?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.3	Can users define their own synonyms for commands?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.4	Does the system allow novice users to enter the simplest, most common form of each command, and allow expert users to add parameters?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.5	Do expert users have the option of entering multiple commands in a single string?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.6	Does the system provide function keys for high-frequency commands?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.7	For data entry screens with many fields or in which source documents may be incomplete, can users save a partially filled screen?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.8	Does the system automatically enter leading zeros?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.9	If menu lists are short (seven items or fewer), can users select an item by moving the cursor?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.10	If the system uses a type-ahead strategy, do the menu items have mnemonic codes?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.11	If the system uses a pointing device, do users have the option of either clicking on fields or using a keyboard shortcut?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.12	Does the system offer "find next" and "find previous" shortcuts for database searches?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
8.13	On data entry screens, do users have the option of either clicking directly on a field or using a keyboard shortcut?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	When the users add a new city user can click on the field in order to start typing.
8.14	On menus, do users have the option of either clicking directly on a menu item or using a keyboard shortcut?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	As users are using a smartphone, all actions are executed by clicking on the desired option.

#	Review Checklist	Yes	No	N/A	
8.15	In dialog boxes, do users have the option of either clicking directly on a dialog box option or using a keyboard shortcut?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	When a dialog box is presented, users can click the different options and choose between them.
8.16	Can expert users bypass nested dialog boxes with either type-ahead, user-defined macros, or keyboard shortcuts?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

9. Aesthetic and Minimalist Design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

#	Review Checklist	Yes	No	N/A	Comments
9.1	Is only (and all) information essential to decision making displayed on the screen?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Only the relevant information is shown on the screen.
9.2	Are all icons in a set visually and conceptually distinct?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all icons look different, and they offer different functions, clear difference to the user.
9.3	Have large objects, bold lines, and simple areas been used to distinguish icons?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, using the predefined layouts defined position of material design specified by Google.
9.4	Does each icon stand out from its background?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Icons stand out from the background.
9.5	If the system uses a standard GUI interface where menu sequence has already been specified, do menus adhere to the specification whenever possible?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, all menus appear on the defined position of material design specified by Google.
9.6	Are meaningful groups of items separated by white space?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
9.7	Does each data entry screen have a short, simple, clear, distinctive title?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
9.8	Are field labels brief, familiar, and descriptive?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
9.9	Are prompts expressed in the affirmative, and do they use the active voice?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes
9.10	Is each lower-level menu choice associated with only one higher level menu?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they only have one main menu.
9.11	Are menu titles brief, yet long enough to communicate?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Menu titles are short and clear.
9.12	Are there pop-up or pull-down menus within data entry fields that have many, but well-defined, entry options?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	This only occurs when the user is typing a location and the application is narrowing down the possible options.

10. Help and Documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

#	Review Checklist	Yes	No	N/A	Comments
10.1	If users are working from hard copy, are the parts of the hard copy that go on-line marked?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.2	Are on-line instructions visually distinct?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.3	Do the instructions follow the sequence of user actions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.4	If menu choices are ambiguous, does the system provide additional explanatory information when an item is selected?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, user can check the help menu, using the options menu.
10.5	Are data entry screens and dialog boxes supported by navigation and completion instructions?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they include a tooltip on how to complete them.
10.6	If menu items are ambiguous, does the system provide additional explanatory information when an item is selected?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	No, users need to check for the information on the help menu, using the options menu.
10.7	Are there memory aids for commands, either through on-line quick reference or prompting?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.8	Is the help function visible; for example, a key labelled HELP or a special menu?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, there is an icon on options menu.
10.9	Is the help system interface (navigation, presentation, and conversation) consistent with the navigation, presentation, and conversation interfaces of the application it supports?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.10	Navigation: Is information easy to find?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.11	Presentation: Is the visual layout well designed?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
#	Review Checklist	Yes	No	N/A	Comments
10.12	Conversation: Is the information accurate, complete, and understandable?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.13	Is the information relevant?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.14	Goal-oriented (What can I do with this program?)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.15	Descriptive (What is this thing for?)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

10.16	Procedural (How do I do this task?)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.17	Interpretive (Why did that happen?)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.18	Navigational (Where am I?)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.19	Is there context-sensitive help?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.20	Can the user change the level of detail available?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
10.21	Can users easily switch between help and their work?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Yes, users can access anytime the help menu and then return to the application.
10.22	Is it easy to access and return from the help system?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users just need to go back.
10.23	Can users resume work where they left off after accessing help?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the application saves the progress of the users, so they can restart their work were they left it.

11. Skills

The system should support, extend, supplement, or enhance the user's skills, background knowledge, and expertise ----not replace them.

#	Review Checklist	Yes	No	N/A	Comments
11.1	Can users choose between iconic and text display of information?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.2	Are window operations easy to learn and use?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.3	If users are experts, usage is frequent, or the system has a slow response time, are there fewer screens (more information per screen)?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The information available on screen is the same for all users.
11.4	If users are novices, usage is infrequent, or the system has a fast response time, are there more screens (less information per screen)?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The information available on screen is the same for all users.
11.5	Does the system automatically colour-code items, with little or no user effort?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.6	If the system supports both novice and expert users, are multiple levels of detail available.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The information available on screen is the same for all users.
11.7	Are users the initiators of actions rather than the responders?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the users decide what to do and the application performs the task.
11.8	Does the system perform data translations for users?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, users can change the systems units, to the type they prefer.
11.9	Do field values avoid mixing alpha and numeric characters whenever possible?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The only field where users can write the search for location can support names (text) or postal codes. (mixed text and numbers)
11.10	If the system has deep (multilevel) menus, do users have the option of typing ahead?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.12	When the user enters a screen or dialog box, is the cursor already positioned in the field users are most likely to need?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.13	Can users move forward and backward within a field?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the only field where possible is while adding a location
11.14	Is the method for moving the cursor to the next or previous field both simple and visible?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

#	Review Checklist	Yes	No	N/A	Comments
11.15	Has auto-tabbing been avoided except when fields have fixed lengths or users are experienced?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.16	Do the selected input device(s) match user capabilities?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, this is supported by the device, and the accessibility settings enable on any particular device if needed.
11.17	Are cursor keys arranged in either an inverted T (best for experts) or a cross configuration (best for novices)?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.18	Are important keys (for example, <u>ENTER</u> , <u>TAB</u>) larger than other keys?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.19	Are there enough function keys to support functionality, but not so many that scanning and finding are difficult?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.20	Are function keys reserved for generic, high-frequency, important functions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.21	Are function key assignments consistent across screens, subsystems, and related products?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
11.22	Does the system correctly anticipate and prompt for the user's probable next activity?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	In general, the application only does what the user requires, the only exception is when the users are adding a new city and the application helps completing the text entry by offering options than coincide with what they are typing.

12. Pleasurable and Respectful Interaction with the User

The user's interactions with the system should enhance the quality of her or his work-life. The user should be treated with respect. The design should be aesthetically pleasing- with artistic as well as functional value.

#	Review Checklist	Yes	No	N/A	Comments
12.1	Is each individual icon a harmonious member of a family of icons?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, however, in the coded app there will be a major icon overhaul to unify even more all the icons
12.2	Has excessive detail in icon design been avoided?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	As of now the icons used are quite detailed, however they are clear and meaningful, but as previously said they will be a major overhaul to unify them all.
12.3	Has colour been used with discretion?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the amount of colours used rely on the palette of material design and after overhauling the icons less colours will be used.
12.4	Has the amount of required window housekeeping been kept to a minimum?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, they only appear for pop-up menus, or for user interaction, so the user does not have to leave s
12.5	If users are working from hard copy, does the screen layout match the paper form?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
12.6	Has colour been used specifically to draw attention, communicate organization, indicate status changes, and establish relationships?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, the colours used are the defined on the material design standardized by Google.
12.7	Can users turn off automatic colour coding if necessary?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	For colour accessibility options the application relies on the Android O.S. Accessibility, Vision options.
12.8	Are typing requirements minimal for question and answer interfaces?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The only typing need by the users is to add a new location using the search.
12.9	Do the selected input device(s) match environmental constraints?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes, as the smartphone can be used in any environment.

#	Review Checklist	Yes	No	N/A	Comments
12.13	If the system uses multiple input devices, has hand and eye movement between input devices been minimized?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable, as only the smartphone screen is used as the input device.
12.14	If the system supports graphical tasks, has an alternative pointing device been provided?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
12.15	Is the numeric keypad located to the right of the alpha key area?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
12.16	Are the most frequently used function keys in the most accessible positions?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable
12.17	Does the system complete unambiguous partial input on a data entry field?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	It only happens, when searching for a new city to add, as the users type, the possible selectable options narrow don.

13. Privacy

The system should help the user to protect personal or private information- belonging to the user or the his/her clients.

#	Review Checklist	Yes	No	N/A	Comments
13.1	Are protected areas completely inaccessible?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
13.2	Can protected or confidential areas be accessed with certain passwords.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.
13.3	Is this feature effective and successful.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not applicable.

Heuristic Evaluation A System Checklist

Primary Source

Making Computers-People Literate. © Copyright 1993.

By

Elaine Weiss

ISBN: 0-471-01877-5

System Title: WeatherApp

Release #: v1

Evaluator: Jordi Gómez Alberti

Date: 6 May 2016

Secondary Source

Usability Inspection Methods. © Copyright 1994.

By

Jakob Nielsen and Robert Mack

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