

# COMBOPEDIA Heuristic Evaluation

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## Section of Page:

### FRONT PAGE

#### Bad:

Home button, Add Combo button, and Search text box are too far apart, inconvenient for people trying to navigate the site quickly or for the first time as these actions are not grouped. I would recommend moving the Search text box and Add Combo button to the Home button.

- Heuristic: Efficiency/Learnability
- Severity: Minor

The screenshot shows the front page of the COMBOPEDIA website. At the top is a navigation bar with the site name, a home button, and login fields for email and password. On the left is a sidebar with a list of characters. The main content area features a table of combos with columns for Name, Character, Combo (with icons and codes), Type, Damage, MeterGain, MeterDrain, Difficulty, and Favorite. Below the table are two buttons: 'Add New Combo' and 'Search', both highlighted with red boxes.

Name	Character	Combo	Type	Damage	MeterGain	MeterDrain	Difficulty	Favorite
Super combo A	Teddie	412,AB,1,AD,5,874	jab	150	50	80	1/5	★
Super combo B	Teddie	236,C,1,236	kick	100	90	30	1/5	★
Super combo C	Aigis	89632,ABD,7	basic	240	10	20	2/5	★
Super combo H	Yu Narukami	7,21478,ABC,A,1,BC	jab	760	0	90	4/5	★
Super combo D	Yosuke Hanamura	CD,3,89632	kick	90	20	0	1/5	★
Super combo E	Chie Satonaka	89632,D,9,2369874	jab	670	5	40	3/5	★
Super combo F	Yukiko Amagi	89632,AB,5	basic	650	5	20	4/5	★
Super combo G	Kanji Tatsumi	89632,AB,2,236,23698,CD,AB	special	980	50	20	5/5	★

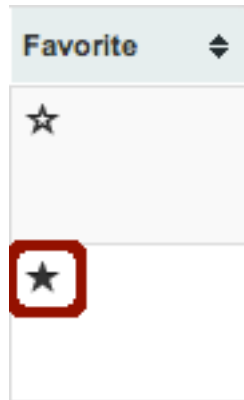
Header/Logo font is more encyclopedia-themed and less gamer-themed. This seems like a loss of an opportunity to show some obvious difference between your website and the many of Wikipedia-esque websites.

- Heuristic: Aesthetic
- Severity: Cosmetic



Favorite stars should be bigger or more obviously filled in when clicked so that they look more appealing and make it more obvious when a combo is made a favorite. Perhaps they should change color from a grey to a yellow.

- Heuristic: Aesthetic/ Visibility of system status
- Severity: Minor



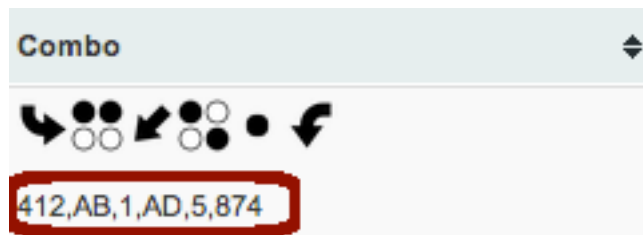
The small icon descriptions of the combos may not be instantly intuitive to the newcomer. This could be helped by a use of a key (or an option of a key) to decipher the pictures describing the combos.

- Heuristic: Learnability
- Severity: Minor



The text version of the combo could be fairly confusing; mostly for someone who is not yet familiar with how the combos are added. It also looks clumped and ugly. You could remove this entirely and simply add more description to the more descriptive, individual page for the combo.

- Heuristic: Help & Documentation/Aesthetic
- Severity: Minor



### Good:

The structure of the home page is nice, every label in the side menu does exactly what one would expect. The simplicity of this page, the fact that there are very few pages and the fact that most things do what you expect make the entire site very safe and easy to navigate initially

- Heuristic: Safety/Learnability
- Severity: Very Good

The website starts directly at the content and then filters the content from there. No need for a home or introductory page, so it doesn't have one.

- Heuristic: Efficiency
- Severity: Good

## CREATING MOVES

### Bad:

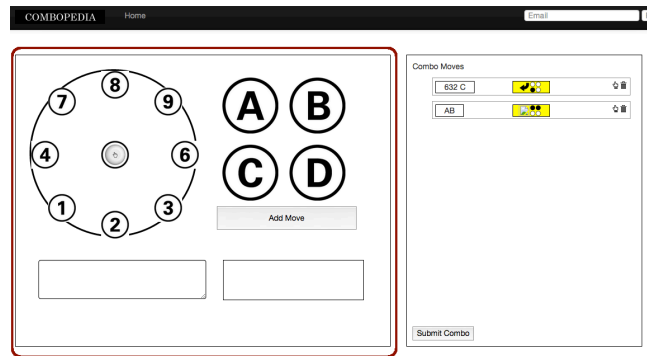
The hand icon on a single action in the Combo Moves box is misrepresentative, as it makes it seem like you must click on the icon to drag the move while, in fact, you can click anywhere in the move rectangle except for the Trash button. This makes it difficult to learn the ease of dragging the moves and also makes it easier to accidentally hit the trash button when trying to drag the move.

- Heuristic: Learnability
- Severity: Minor



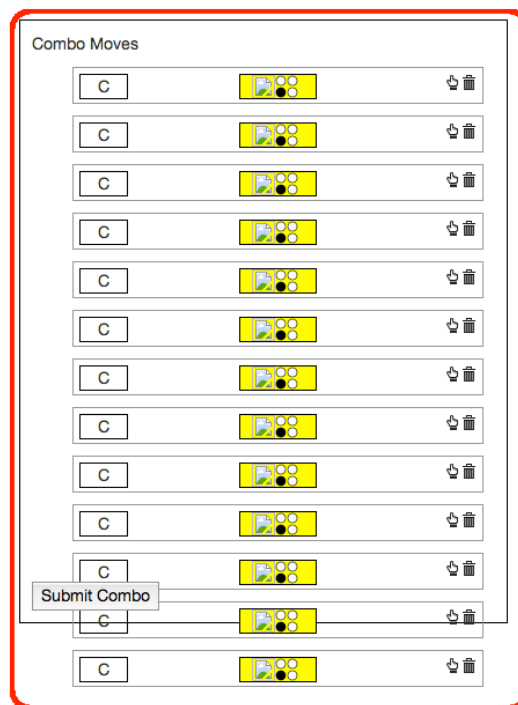
It might not immediately obvious how to use the joystick simulator, which might lead to confusion and inhibit learning how to use the interface. You could use a tooltip, something similar or simply a header to indicate exactly what it is or how to use it.

- Heuristic: Learnability
- Severity: Minor



Adding too many moves in a combo extend beyond the list of moves in the combo maker, clumping and filling up the page underneath the Combo Moves box.

- Heuristic: Readability
- Severity: Major



Good:

The manner in which moves within a combo can be removed using the trash can button is a very natural and intuitive feature. It is convenient that one can both delete a move in the combo and that it is very easy to figure out how.

- Heuristic: Aesthetic/ Metaphors
- Severity: Very Good



**INDIVIDUAL COMBO PAGE**

Bad:

The discussion of a move can extend the page itself as the discussion box doesn't have a set length. This allows each individual combo pages to be arbitrarily long.

- Heuristic: Consistency
- Severity: Minor

Back View Example Combo

89632, AB, 236, 4, AD, 2, 23698, CD, 1

Name:	Mega Kick
Character:	Aigis
Type:	Kick
Damage:	3600
Meter Gain:	10
Meter Loss:	50
Difficulty:	4/5

Discussion

You jkh;oih;

You jlk

You jkhijk

You h;jjk;

You jhijk

You oijkl

You jllk

You jllkl

You hl

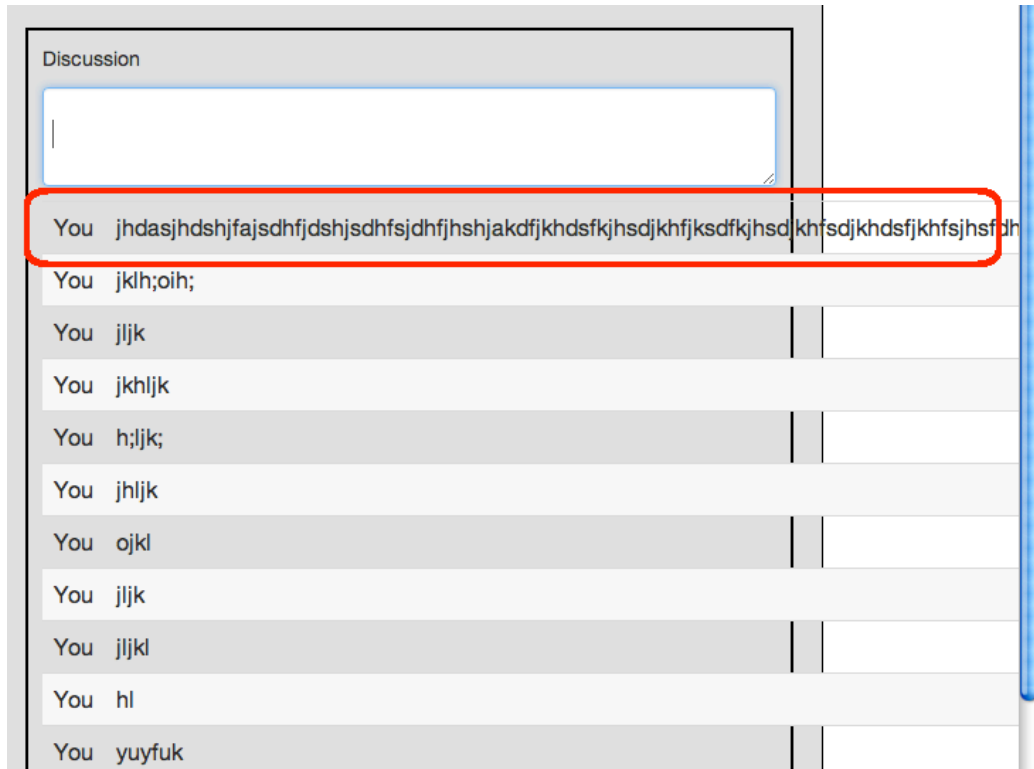
You yuyfuk

You hjkhj

You hkh

Discussion comments that are too long extend beyond the width of the comment box and page itself, as it only extends on one line. I would recommend having a fixed length of a line when a comment is inserted, allowing multiline comments.

- Heuristic: Aesthetic/Readability
- Severity: Major



The discussion box not allow for multi-line post, as the enter button submits the comment. Multi-line comments might be helpful in discussion of attack if you wanted to talk about how a combo is used or whatnot.

- Heuristic: User Freedom
- Severity: Minor

The discussion comments do not have the ability to be deleted or modified, not allowing users to fix or delete their errors. I would recommend a delete capability similar to that used with the separate combo moves.

- Heuristic: User Control & Freedom
- Severity: Major

Since you are already giving the difficulty of the move in a fractional rating (e.g. 4/5), it might make more sense and look better if you had a graphic that was actually four fists or something similar

- Heuristic: Aesthetic
- Severity: Cosmetic

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