Heuristic Evaluation: Combopedia

Home page:

1. Column sorting on every column
    Problem: Minor
    Relevant Usability Heuristics: User control & freedom, flexibility & efficiency

Name	Character	Combo	Type	Damage	MeterGain	MeterDrain	Difficulty	Favorite
Super combo B	Teddie	236,C,1,236	kick	100	90	30	1/5	☆
Super combo A	Teddie	412,AB,1,AD,5,874	jab	150	50	80	1/5	☆
Super combo H	Yu Narukami	7,21478,ABC,A,1,BC	jab	760	0	90	4/5	☆
Super combo G	Kanji Tatsumi	89632,AB,2,236,23698,CD,AB	special	980	50	20	5/5	☆

Does every column need an option to sort? Does it make sense to sort by combo? I don't think the user would need that information (which combo starts with a smaller number doesn't seem like something the user would search for).

2. Sorting on "Favorite"
    Problem: Minor
    Relevant Usability Heuristics: User control & freedom, flexibility & efficiency

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	★

Clicking the arrow on the Favorite Column doesn't seem to change the ordering of the rows at all. Maybe display all the favorite combos first?

3. Clicking a star to "Favorite"

    Problem: Minor

    Relevant Usability Heuristics: User control & freedom, flexibility & efficiency

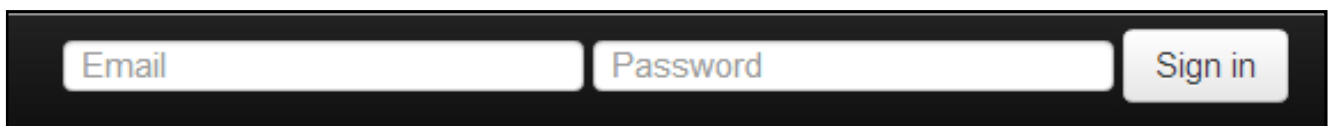| Name	Character	Combo	Type	Damage	MeterGain	MeterDrain	Difficulty	Favorite
Super combo A	Teddie	412,AB,1,AD,5,874	jab	150	50	80	1/5	☆
Super combo B	Teddie	236,C,1,236	kick	100	90	30	1/5	☆
Super combo C	Aigis	89632,ABD,7	basic	240	10	20	2/5	☆
Super combo H	Yu Narukami	7,21478,ABC,A,1,BC	jab	760	0	90	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	☆

If I've sorted by combo name and I click to favorite Super combo E, for example, the rows shift around in a new ordering that doesn't seem to reflect either the combo name ordering or the favorite ordering.

4. Login

    Problem: Minor

    Relevant Usability Heuristics: Match the real world, Consistency & standards, Aesthetic & minimalist design

Email	Password	Sign in

The current login setup does not allow for the registration of new users. Consider creating a separate login screen. This is more externally consistent with other types of "-pedia" websites, they have a login link/button and a register link/button on the navbar as opposed to a whole login form.

5. Ordering of characters on left panel
    Problem: Minor
    Relevant Usability Heuristics: Consistency & standards

All Characters

Yu Narukami

Yosuke Hanamura

Chie Satonaka

Yukiko Amagi

Kanji Tatsumi

It is not clear how the characters are ordered on the left panel, is this based on the game somehow? Consider making the characters alphabetical.

6. Home button
    Problem: Cosmetic
    Relevant Usability Heuristics: Aesthetic & minimalist design

COMBOPEDIA   Home

Is there a need for the home button? Clicking on the logo seems to take the user back to the main page.

7. Add New Combo Button and Search position
    Problem: Major
    Relevant Usability Heuristics: Match the real world, Consistency & standards, Flexibility & efficiency

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	☆

Add New Combo   Search

The current position of the Add New Combo Button and Search bar are difficult to find. As you add more combinations, these selections will run off the screen and be even more difficult to see. It is also not externally consistent with where search bars are typically located. Consider adding these options to the navbar.

8. Search feature
    Problem: Major
    Relevant Usability Heuristics: Help & documentation

It is not clear how one searches, is this by combo name? By character?

9. Navigation bar formatting
    Problem: Cosmetic
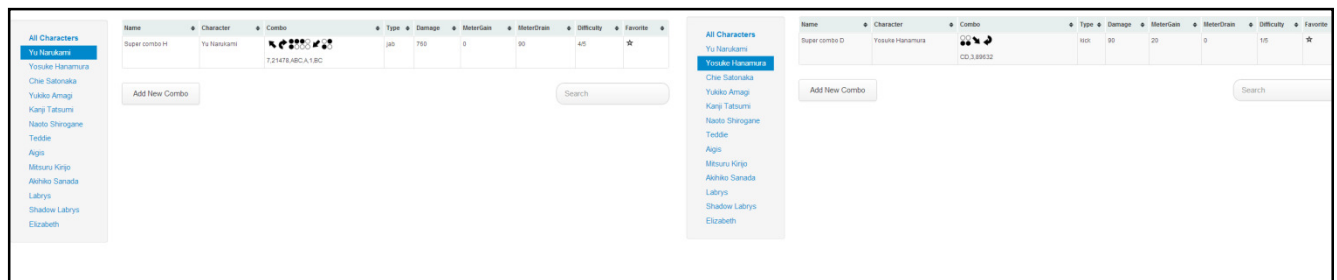   Relevant Usability Heuristics: Aesthetic & minimalist design

The button label "Home" is not centered with the logo. The logo and button are also a slightly different color from the actual background bar.

10. Character pages
    Problem: Cosmetic
    Relevant Usability Heuristics: Error prevention, Recognition, not recall

The character pages are not very distinguishable amongst one another, it could be easy for the user to make a mistake. Consider adding an image of the character (like a Wikipedia article).

11. Editing/deleting a combo
    Problem: Catastrophic
    Relevant Usability Heuristics: Error prevention, Error reporting, diagnosis, and recovery
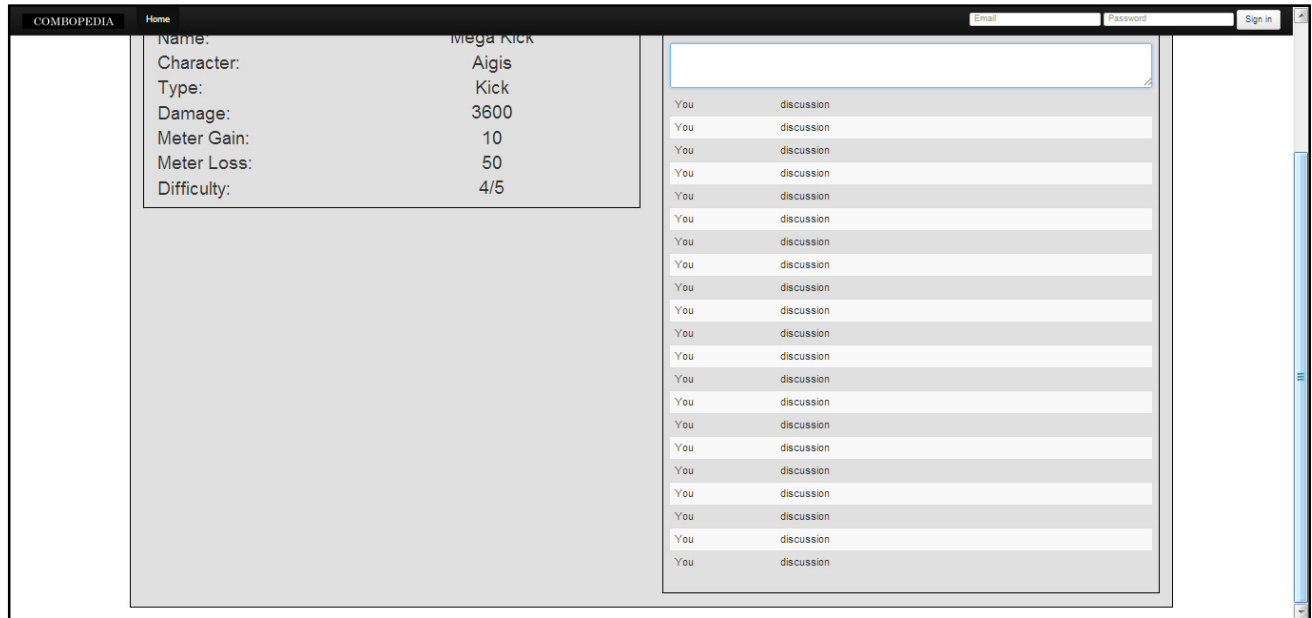
If an incorrect combo is created and added, there is no way to edit or delete any existing combo.

View Example Combo Page:

1. Discussion box

    Problem: Minor

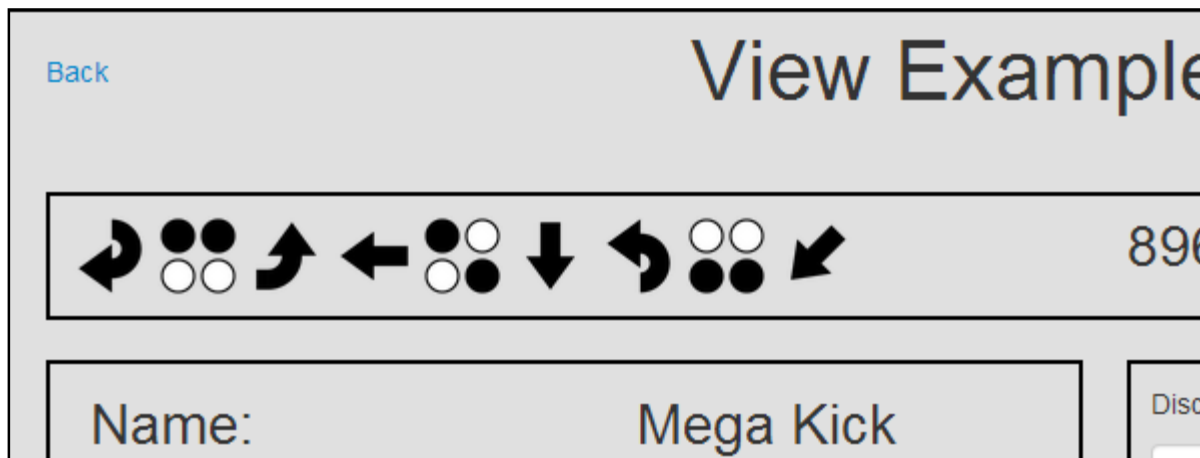   Relevant Usability Heuristics: Aesthetic & minimalist design

If there is a lot of discussion, it expands the discussion box and the gray area, expanding the whole page. This creates a lot of unnecessary whitespace. Maybe make the discussion a scrollable widget within the gray box?

2. Back button

    Problem: Minor

    Relevant Usability Heuristics: Flexibility & efficiency

The back button is difficult to find and is much smaller than all other text. Maybe add it to the navbar?

3. Back button target
> Problem: Minor
> Relevant Usability Heuristics: Flexibility & efficiency

> If the user is on a character's page, clicks on a combo, and then clicks back, the user should be taken back to the character page, not the main home page.

4. Metadata box
> Problem: Cosmetic
> Relevant Usability Heuristics: Aesthetic & minimalist design

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

> The metadata box is difficult to read, it is hard for the user to pick out a single piece of information quickly. Maybe consider using colors to differentiate or constructing a table?

Add New Combo, page 1:
1. Next and Cancel buttons
> Problem: Minor
> Relevant Usability Heuristics: Match the real world, Consistency & standards

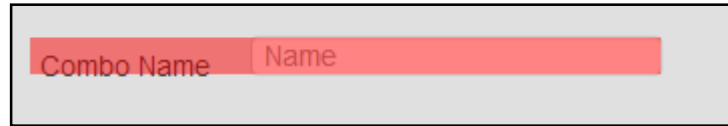| Cancel	Combo Metadata	Next

> The location of the next and cancel buttons are not externally consistent with most create/install windows (they're usually in the lower right).

2. Form inputs

        Problem: Cosmetic

        Relevant Usability Heuristics: Aesthetic & minimalist design
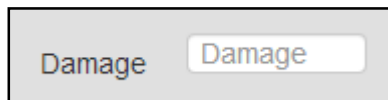

The inputs on the form are not aligned with their titles.

3. Gray text in input fields

        Problem: Minor

        Relevant Usability Heuristics: Error prevention, Recognition, not recall

The help text in the input fields is not useful. Maybe have it display what is valid input, "Enter a number 1-10".

4. Input valid?

        Problem: Major

        Relevant Usability Heuristics: Error reporting, diagnosis, and recovery

There are no checks to see if the input is valid, the user can enter a text string for a number field.

5. Adding a new combo from a character page
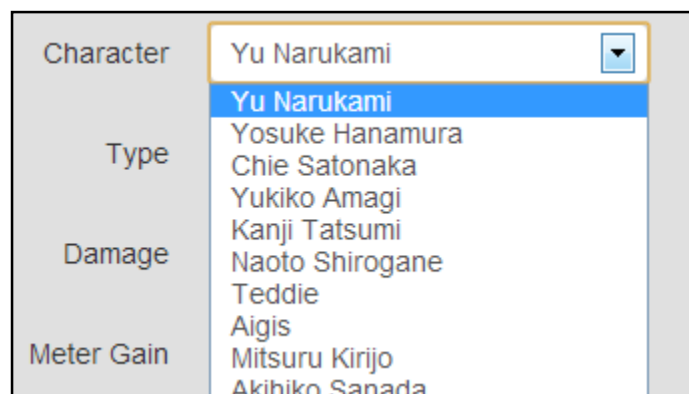
        Problem: Minor

        Relevant Usability Heuristics: User control & freedom, Recognition, not recall

If I select "add new combo" from a character page, I would expect to add a new combo for this character. Maybe make that input pre-filled?

6. Dropdown menus

        Good

        Relevant Usability Heuristics: Error prevention

The dropdown menus for character and type make it easy for the user and less error-prone.

Add New Combo, page 2:
1. Right panel

   Problem: Major

   Relevant Usability Heuristics: User control & freedom, aesthetic & minimalist design
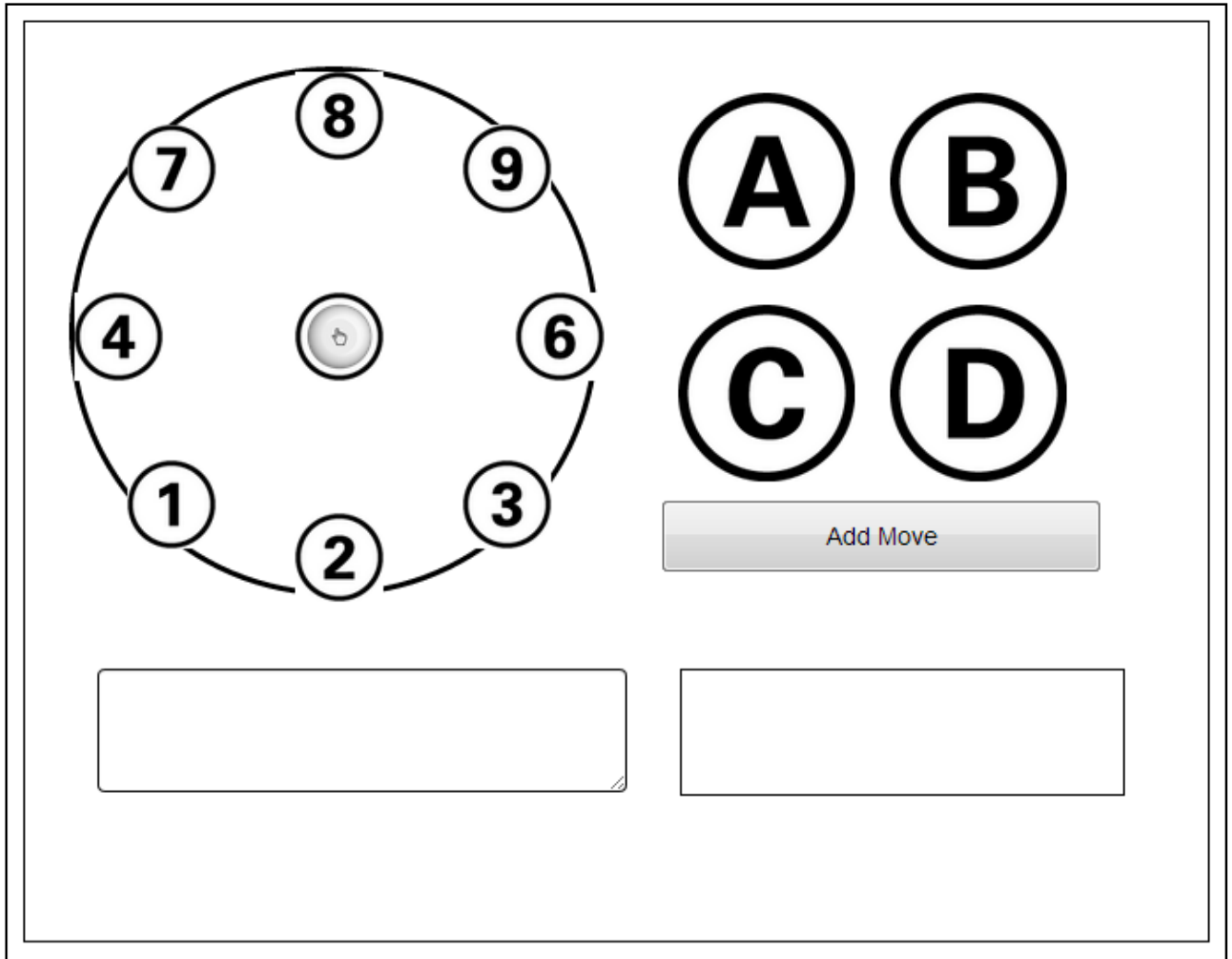

The right panel looks like a large text box that I can edit. This could lead to user frustration and general confusion about how to use this page.

2. Add move button
   Problem: Cosmetic
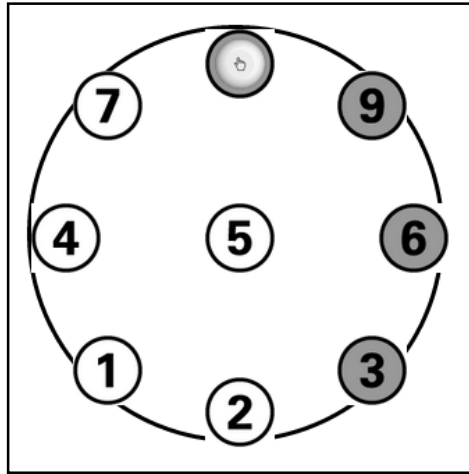   Relevant Usability Heuristics: Consistency & standards

The add move button is above the input text boxes, to be externally consistent, move the button to the bottom of the panel.

3. Undo

> Problem: Major
>
> Relevant Usability Heuristics: User control & freedom, Error prevention, Error reporting, diagnosis, and recovery, visibility of system status


> When using the left number selection section, it is not clear to the user how to undo. Clicking 5 erases the whole combination. Clicking the last number in a combination erases the whole combination. Both of these were not easy to determine and I found them accidentally, when I was not trying to undo anything.

4. Text input

> Problem: Major
>
> Relevant Usability Heuristics: Error reporting, diagnosis, and recovery, Recognition, not recall
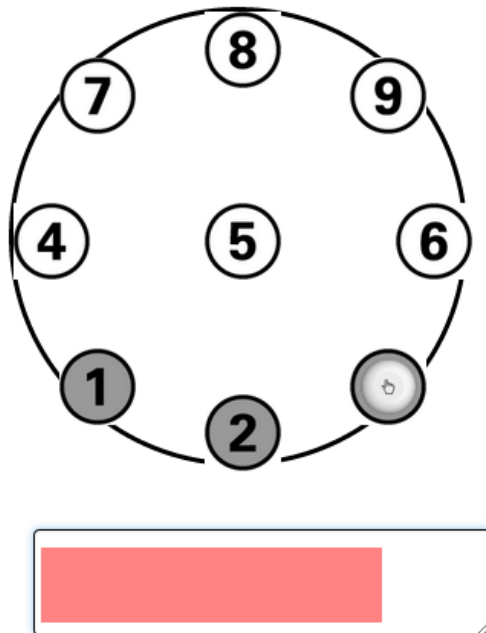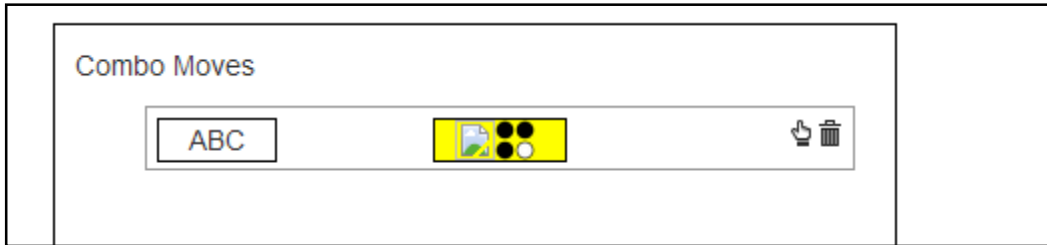

> If the text box is used to input joystick commands and the user makes a mistake and deletes a number, the number is still grayed out on the joystick image.

5. Hand Icon

Good

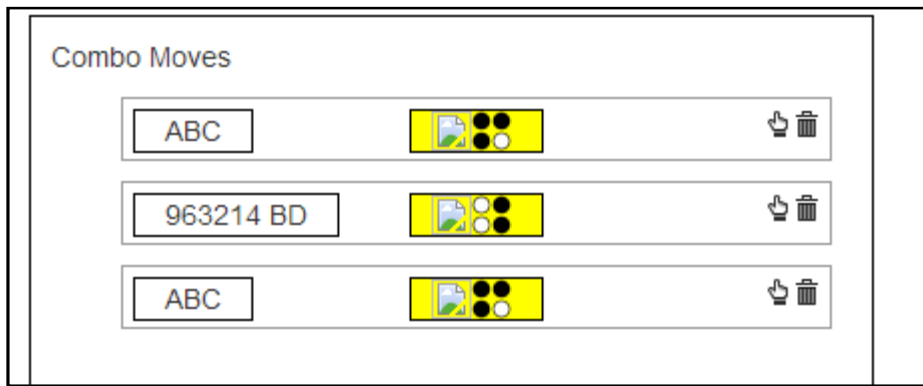Relevant Usability Heuristics: Help & documentation

The hand icon in the right panel makes it clear to the user that these moves are movable.

6. Ordering in combo moves panel

Problem: Minor

Relevant Usability Heuristics: Help & documentation

It is not intuitive that the moves are in a specific order in the combo moves panel. Consider adding numbering.