Heuristic evaluation

Rating	Description of Severity	Description of Extent
1	Major usability problem: imperative to fix now	Widespread
2	Major usability problem: important to fix now	Several places
3	Minor usability problem: give low priority	Single case
4	Cosmetic problem only: need not be fixed now	None available

Question	Answer/Comment	Severity/Extent
Visibility of system status		
Are you aware of what options you can/are allowed to perform?	Only pedal usage is visually apparent. Without knowledge of the manual, there is no apparent functions.	2/1
When you perform an action, do you receive enough feedback as to know whether the action was successful?	Aside from the generic textual feedback of a successful sword move, there is no other feedback. The same sound is used for all sword moves, which is also confusing.	2/2
Is the feedback you receive for your actions appropriate for that action?	Considering there is only auditory feedback when a sword swing or shield block is done and no other means of knowing what was done, this is a lacking feature. It would be good to have different sounds for every action: different swings, movement, etc. For the feedback that is implemented, it is quite appropriate.	2/2
Match between system and real world		
Are the attacks familiar?	Yes, besides the non-intuitive use of the Nunchuk to perform the action.	3/2
Are the blocks familiar?	Yes, because there is just a single action to perform.	4/4
Do any actions trigger unexpected results?	Yes, due to general movement and learning of the actions.	2/2
User control and freedom/Error prevention		
If you make a mistake, does the system tell you in an appropriate way?	N/A in a game type situation.	N/A
If you make a mistake, can you easily try again?	Yes, no restrictions here.	4/1
When you use the system, does it feel like you're actions are constrained too much?	Moving around is constrained because of the limited discrete steps. It is also a minor constraint that only the specified certain actions can be performed, and other motions by the wiimote is not recognized, as would be natural.	3/2

Do unexpected errors occur?	Yes, due to general movement and learning of the actions.	2/2
Do the errors use simple language?	In the prototype, this was fine.	4/1
Consistency and standards		
Did you have to wonder about what a term means?	Slash, swipe, straight slash are interchangeable terms in everyday use. This was confusing in the game and needed user manual look-up.	2/1
Recognition rather than recall		
Does the interface allow you to immediately recognize the actions available to you?	N/A	
Are instructions easy to find and follow?	No, it was necessary to read the manual twice. There was also discrepancies between the versions of the manuals provided (web vs. pdf)	3/2
Does the system require you to memorize a lot of actions?	Yes, user needs to remember the use of the Nunchuk for some actions. However the jab and shield blocking actions were easy and natural.	4/3
Aesthetic and minimalist design		
Is all the information presented to you relevant to the present?	Yes, the UI is continuously updated. There are no artifacts leftover or extra unnecessary information present on the screen.	4/1
Is the interface cluttered or confusing?	No, except that the cursor blended in with the opponent and did not stand out, as might be needed.	3/3
Help and documentation		
Was the user manual helpful?	Yes, and it was quite necessary.	4/1
Was the manual concise and to the point?	Yes, mostly. Some of the descriptions of the gestures are slightly long and complex though. However, the images in the manual are very helpful.	3/1