

Planetaplay - Heuristic Evaluation Map

Nielsen's heuristics mapped to design decisions (strong subset) + UX Laws

H1 - Visibility of System Status

Keep users informed about what is going on through timely feedback.

Planetaplay: Full interface loads via AJAX; animated tooltips, live transport state, and a cycling thumbnail grid signal an active system.

H2 - Match With the Real World

Speak the users' language; follow real-world conventions.

Planetaplay: WinAmp-style compact list for a music-native audience. Artist > Track > Album hierarchy.

H3 - User Control and Freedom

Provide clear exits; let users move freely.

Planetaplay: Three parallel discovery paths, zero-registration entry, full playlist CRUD. Most users engaged without an account, by design.

H6 - Recognition Rather than Recall

Make options visible so users need not remember across views.

Planetaplay: Thumbnail grid, always-visible genre tabs, sidebar widgets, and hover tooltips. The whole interface sits in one viewport.

H7 - Flexibility and Efficiency

Let novices and experts each work at their own speed.

Planetaplay: Casual users browse the grid; experts search and reload saved playlists.

H8 - Aesthetic and Minimalist Design

Remove the irrelevant so the relevant stands out.

Planetaplay: Two-zone contrast hierarchy and a dense compact list over cards. An application feel, built pixel-perfect.

Hick's Law

Decision time grows with the number of choices. Three discovery paths, not ten; sidebar widgets capped at three categories.

Jakob's Law

Users carry mental models from other tools. WinAmp interaction and universal transport controls transferred existing habits.

Fitts's Law

Target time depends on size and distance. The two-zone layout puts the most-used element, the player, in the dominant area.

