Homepage

Q: Can users get the gist of the site by looking just a few seconds on the homepage
  ❏ A: Yes, things are clearly labeled, you have your recent match that displays win/loss, K/D ratio, kills, and score per minute. There is a menu that is labeled, although something like "Ops" might not be a term that new users/players might understand or know what it is.

Q: Is the company logo easy to find (does it link back to the homepage)?
  ❏ A: There does not appear to be a CoD logo, there a home button on the bottom menu that is labeled. This does not fully apply to the Companion app.
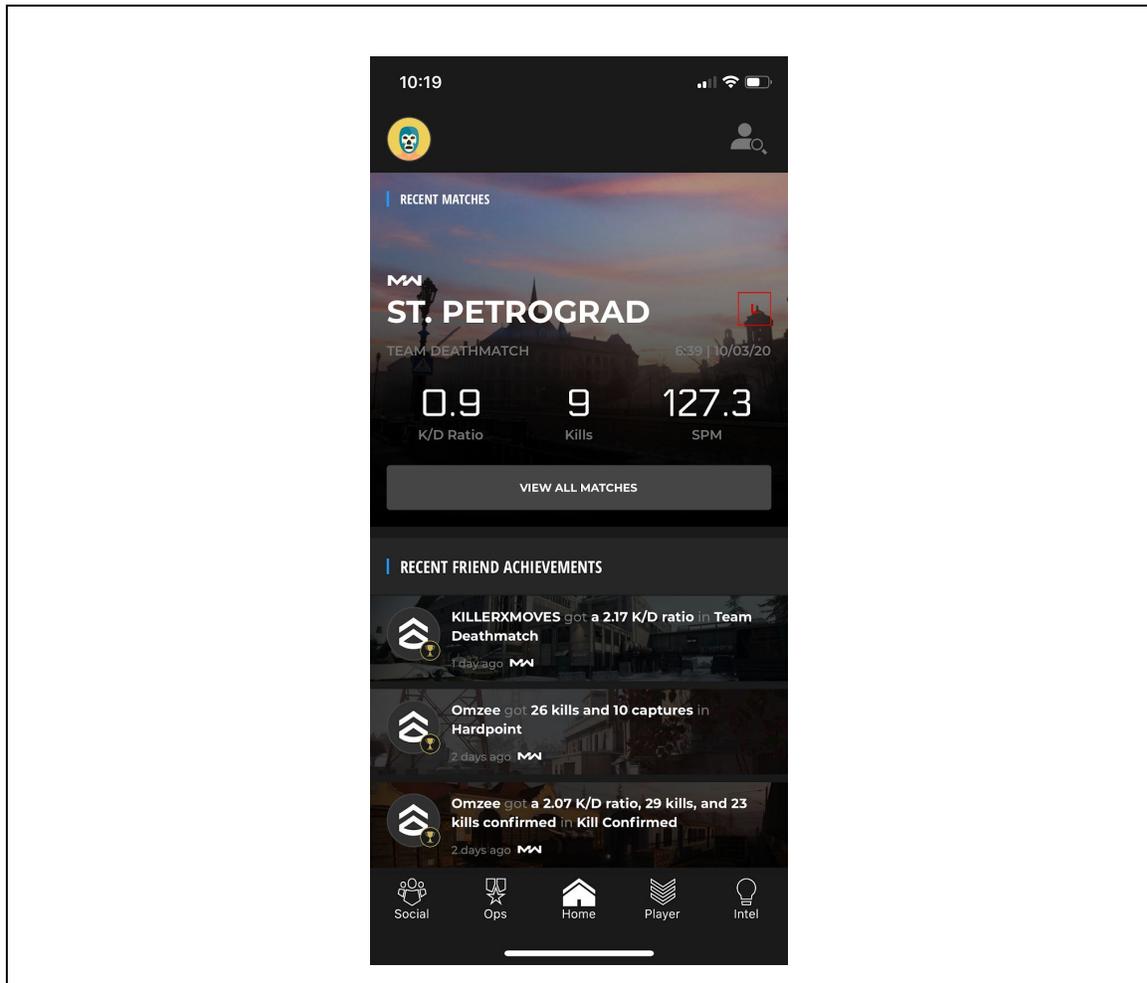

Q: Is there a tagline that makes the organization's purpose clear?
  ❏ A: Does not apply.

Q: How does the site make use of the homepage real estate?
  ❏ A: For the home screen it does a good job displaying the latest gameplay info and stats. There is other information that might not matter to casual gamers, this would be things like your squad's tournament ranking. There could be other information related to the player, like the recent weapon used and or current game modes in warzone
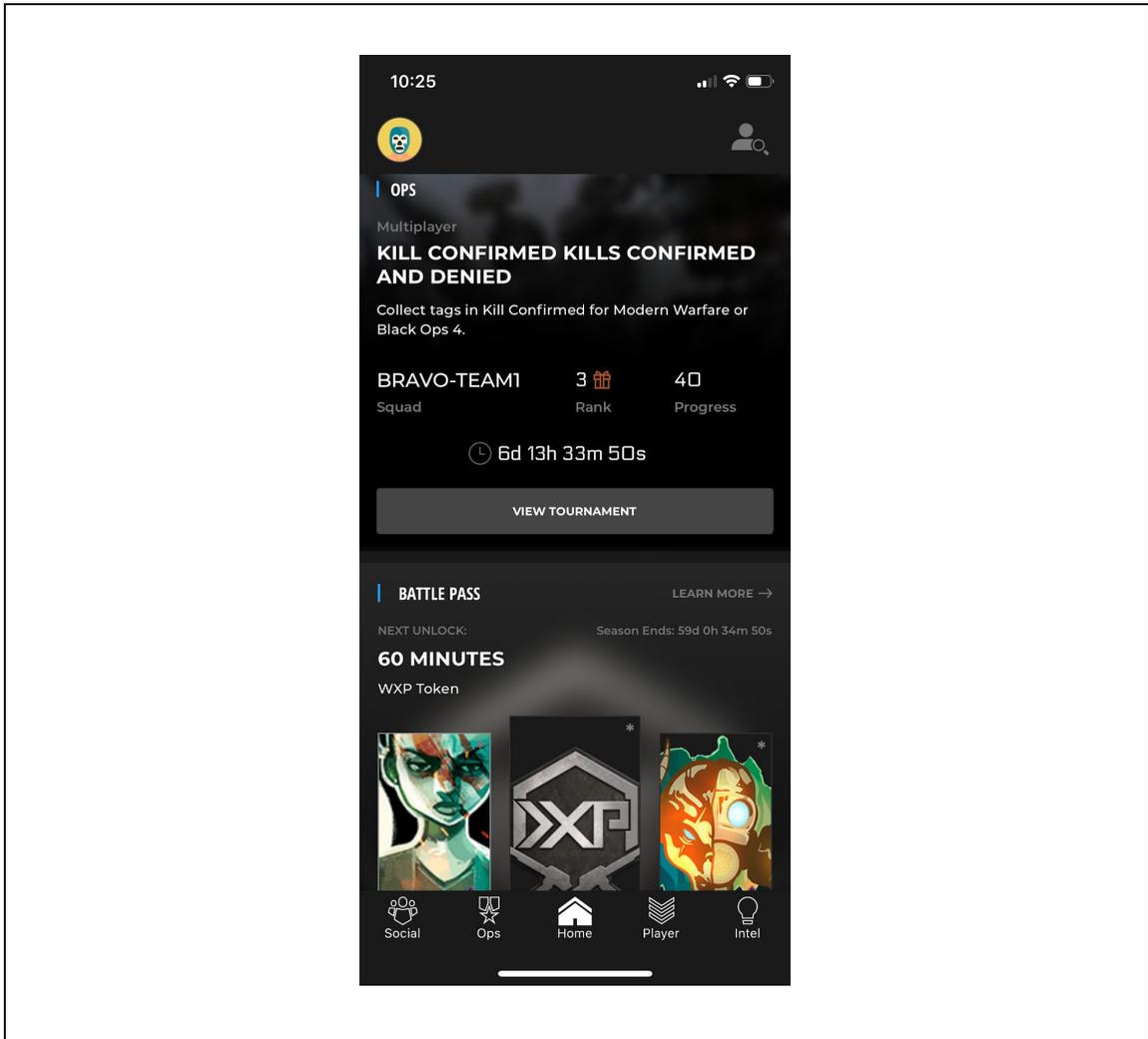
Q:Is it easy to see what you can do on the site?

❏ A: Yes, although currently there isn't much to do on the CoD companion app.

Navigation

Q: Is the primary navigation easy to find and interact with?

❏ A: The primary navigation is located at the bottom of the screen and has Icons and is labeled.

Look at previous screens.

Look at previous images.

- ❏ A: Yes, as previously mentioned in the answer above.

Look at previous images.

Q: Q: Are there too many menu items?
- ❏ A: No, there are currently five menu items.

Look at previous images.

Q: Is it easy to see what's clickable and what's not?
- ❏ A: For the most part, somethings might be more difficult to identify. For example, the friend reactions are a small icon located on the right side of each feed notification but could be bigger.

Q:Is there site search in case users can't see what they're looking for in the navigation?
- ❏ A: No site search, only player search.

Q: Does the site load quickly?
- ❏ A: Yes, although there are some issues. Somethings won't display and there is just a screen that says Error

Q: Is the text easy to read in contrast to the background? Is the font size easy to read?
- ❏ A: Yes, dark background with bright text.
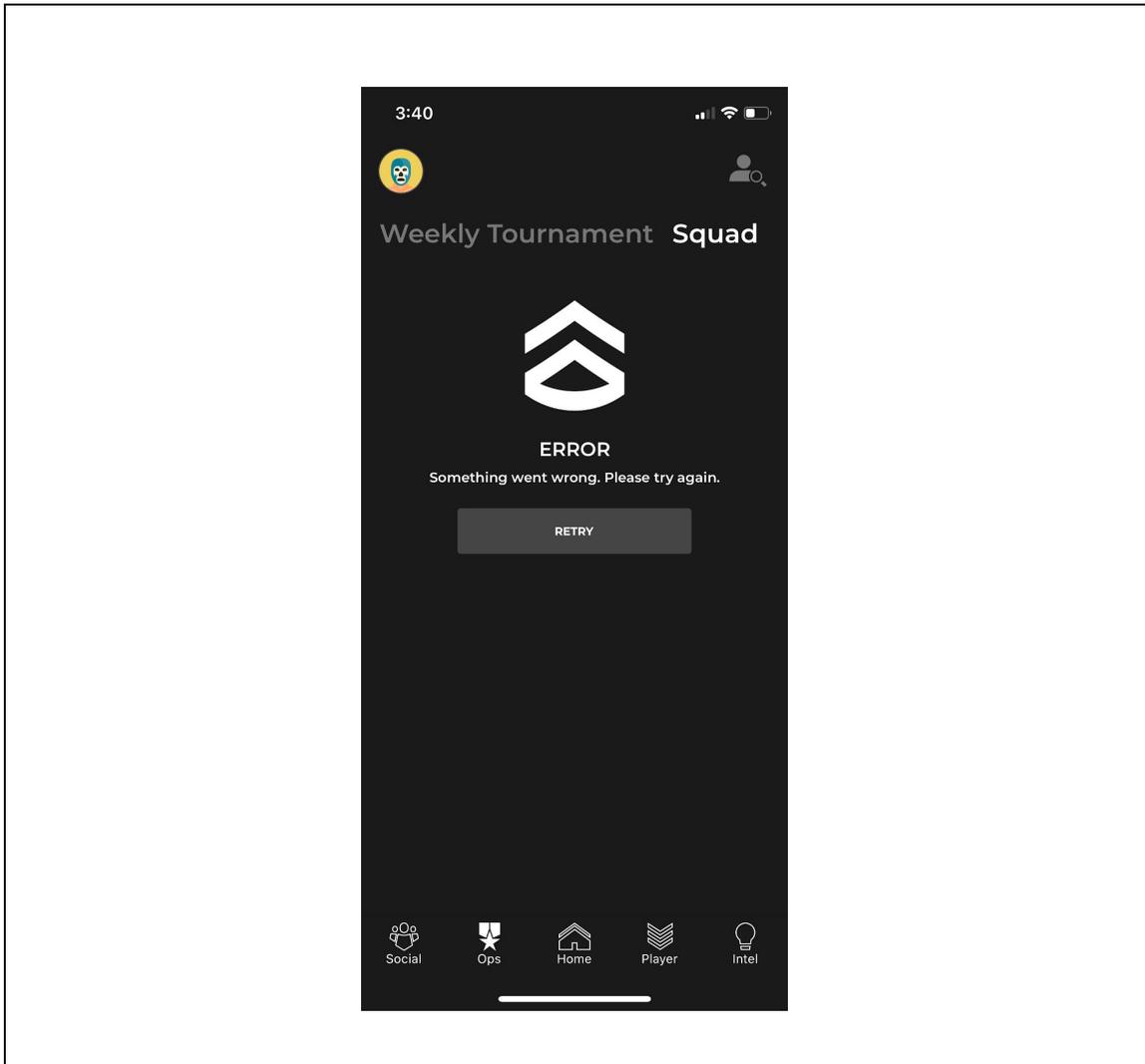
Q: Do images use ALT tags to help sight-impaired and search engines?
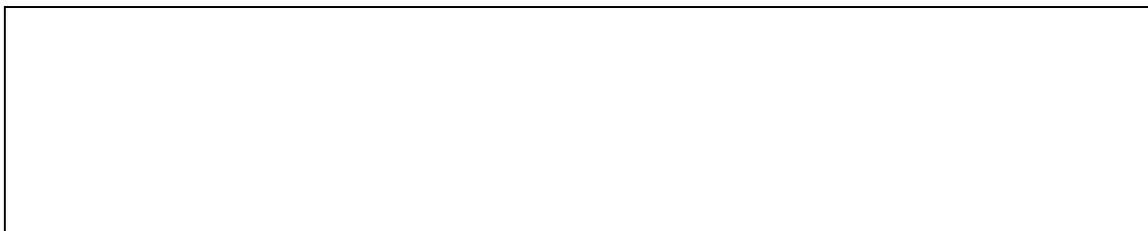- ❏ A: Does not apply.
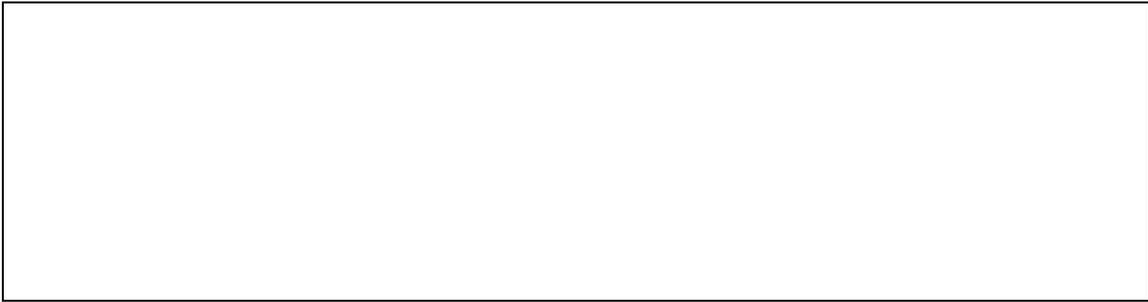
Q: Is the site easy to use on phone and tablet?
- ❏ A: It's a mobile app. On a tablet, the display is not fullscreen.

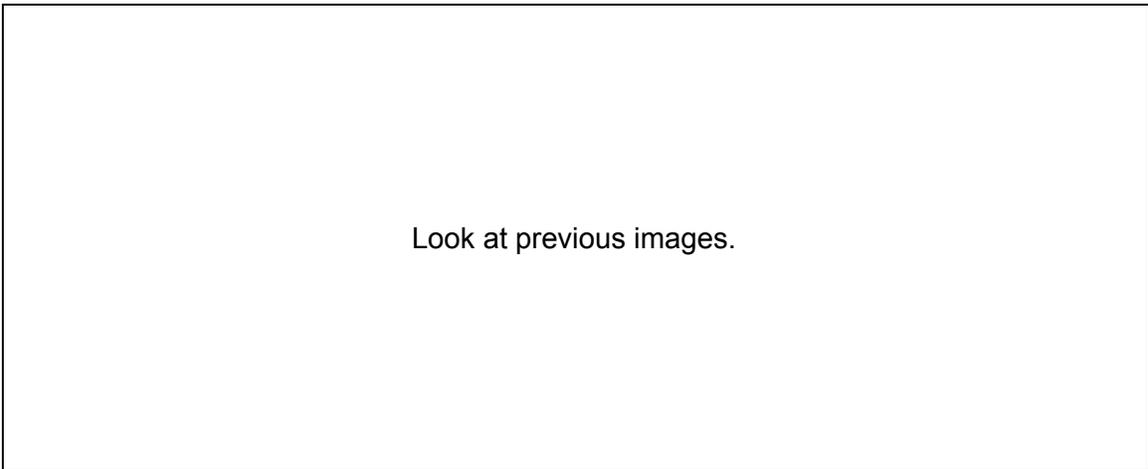**Content Quality**

Q: Are headings clear and descriptive?
- ❏ A: Yes

- ❏ A: Yes

Look at previous images.

Q: Can the content be understood by non-expert users? Is there industry jargon?
- ❏ A: For the most part. Something might not be clear, things like K/DR (Kill death ration), squad, battle pass, loadout editor, and spm (score per minute).

Q: What is the content tone? Formal/serious? Funny or friendly? Is that tone appropriate for the brand?

A:

Q: Do all site's URLs contain meaningful keywords that are descriptive and friendly?
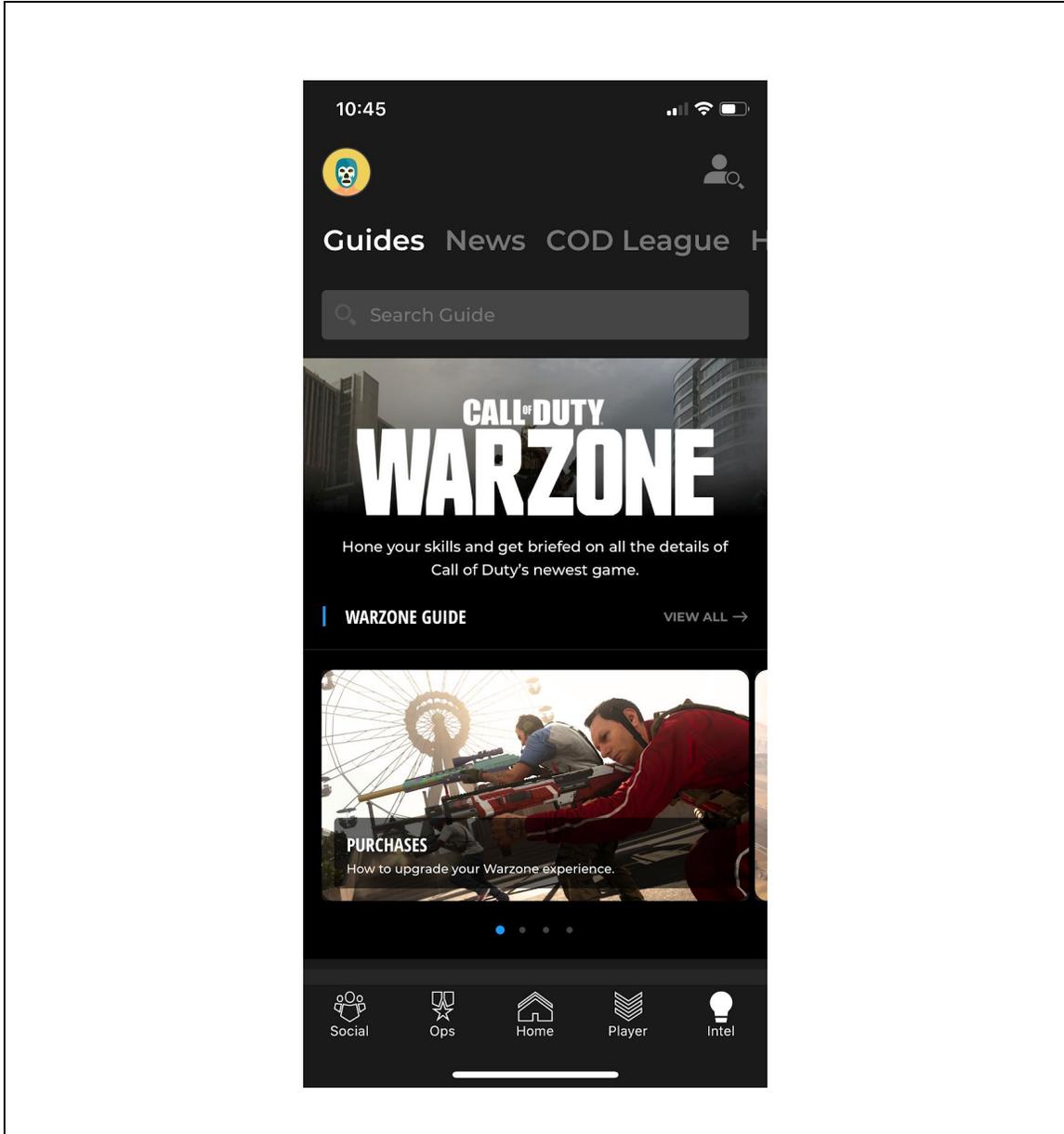- ❏ A: Does not apply

Q: Are there areas or content for specific types of audiences (kids, teachers, professionals)?
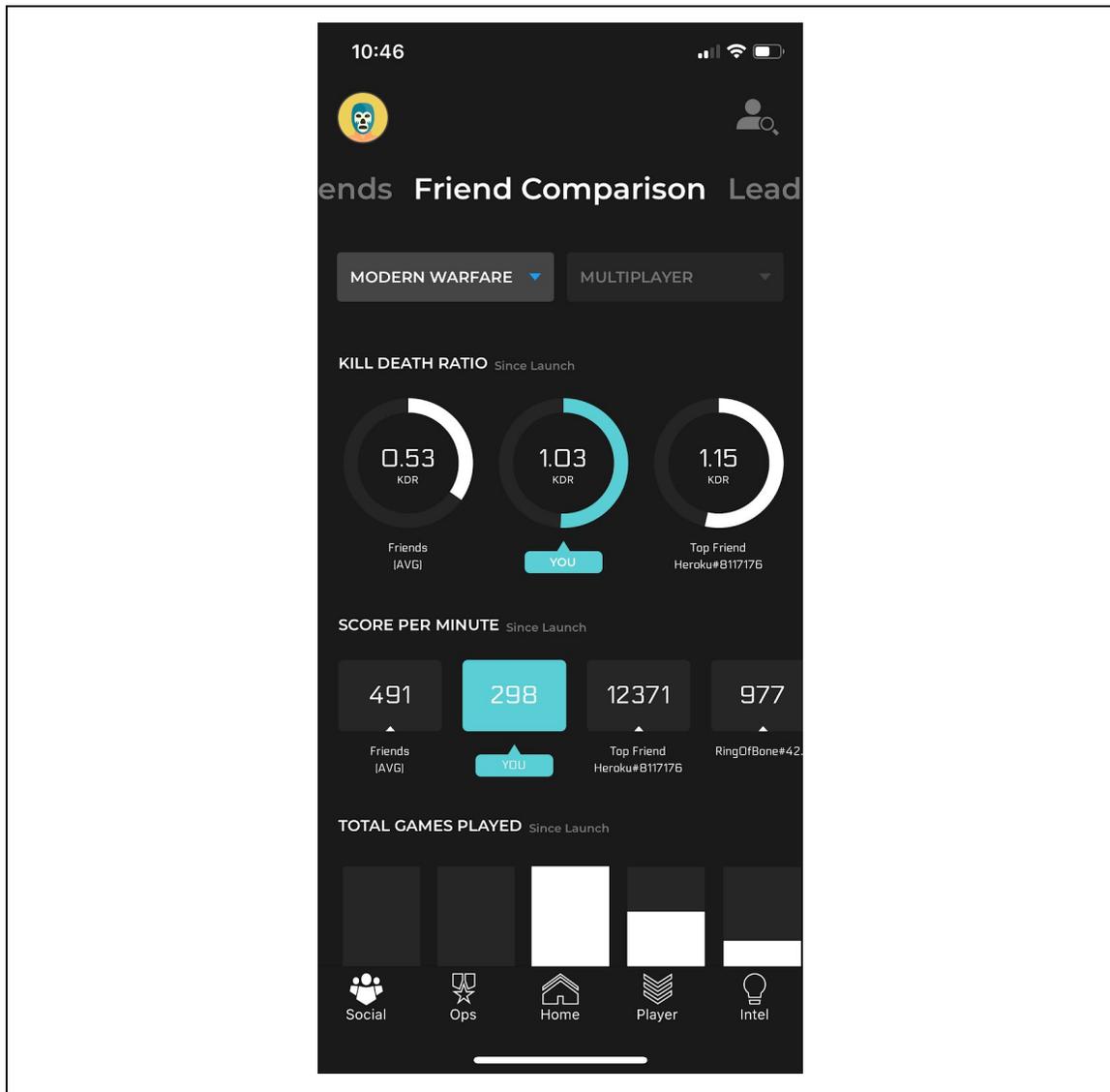
❏ A: Intel has a warzone guide fro new players, there is also a friend comparing section for those who are competitive with friends.

Visual Design

Q: Are styles and colors consistent?
    ❏ A: Yes

Q: Is emphasis used sparingly (not everything in bold)?
❏ A: Yes

Q: Does the look and feel of the site seem to fit the brand?
❏ A: yes, dark colors and simple.

Q: Do the visuals seem fresh or differentiating?
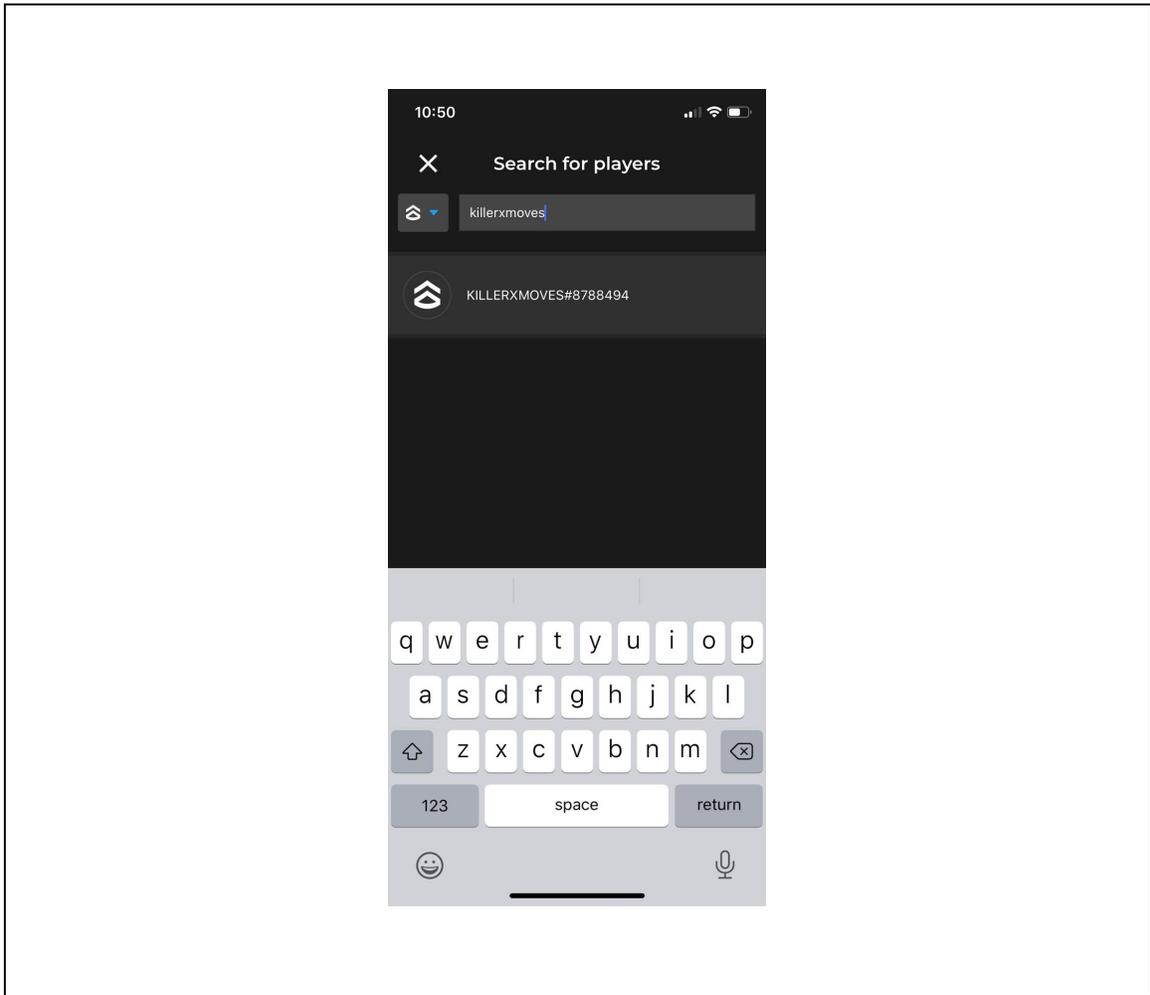❏ A: No, it's really simple.

Q: Does the visual design support the usability?
❏ A:Yes

Features & Functionality
Q: Are there special features and functionality that make the site easier, more useful or more enjoyable to use?
❏ A: The only thing that comes to mind the feature where you can add someone through the app.

Side notes:

Your match history only displays the recent 20 matches and you can not track any match stats beyond that. There could be a graph showing the gamer's progress from the beginning of playing time. At one moment in the app, the stats for weapon deaths were not being tracked accurately, throwing off individual weapon K/DR. The loadout editor is one of the features that allow the user to do something that will have an effect on the game but is only limited to the Black Ops 4 game. So if you don't have that game then it's useless to the user.