

Project Milestone 3

Team Golden Girls

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Team website: <http://teamgoldengirls.github.io>

Project link: <https://ninjamock.com/s/1L6J8Wx>

List of Features:

1. Login - logs user into the system when using their credentials and proceeds to the main page
2. Remember Me - gives the user the ability to have access to their data from the same device even after the session has expired
3. Sign Up - allows the user to sign up for an account to use the app
4. Create Account - creates an account after the user has input their information
5. Menu - includes the user's plant and watering tool, also contains icons for the garden, earning coins and settings
6. Settings - permits the user to show the clock on the screen, hear the sound effects, and display animation
7. Accessibility Settings - allows the user to change the font of the text and input a certain language when using the app
8. Earn Coins - clicking this icon will allow the user to earn coins by watching short videos, completing certain tasks or downloading other apps
9. Show Clock - this icon allows the user to turn the clock on and off
10. Sound Effect - gives the user the option to turn sound effects on and off
11. Animation - this setting allows you to turn the animation of the app on and off

Initial Evaluation/Testing Plan

- What sort of benchmark tasks would you have users perform to help evaluate the system?
 - Open application and sign up for a new account, entering in requisite information and moving on to the screen where user fitness level is prompted, select appropriate fitness level, continue to home screen
 - Open application, enter in login information (username and password), click login to continue to home screen, open menu and navigate to settings page, alter user settings in some way i.e. change password, update body information etc.
 - Open application, enter in login information, click login to continue to home screen, click on the water cup image to signify that you have drank a cup of water
 - Open application, enter in login information, click login to continue to home screen, open menu and navigate to "Earn Coins" page and select one of the advertised options to earn additional coins
 - Open application, enter in login information, click login to continue to home screen, open menu and go to settings page From that page, navigate to the

accessibility settings page and adjust one of the accessibility settings on that page

- What kind(s) of subjective questionnaires would you use to have a user critique the system?
 - A user should critique how useful the application would be based on their lifestyle. The main goal of this app is to encourage users to drink a healthy amount of water in a fun way, so the questionnaire would ask the users if the app achieved that goal. To further allow for users to critique the system, the questionnaire would include these questions:
 - How effective was this app in improving your hydration habits, on a scale of 1 to 10?
 - How easy was this app to navigate, on a scale of 1 to 10?
 - What were some tasks that were difficult to complete on this app, if any?
 - Was anything in the app detracting from achieving the overall goal of the app?
 - How did using the app make you feel?
- What kind(s) of interview questions would you use before a user tries your system?

After?

 - Before a user tries the system, some interview questions to ask are:
 - What task do you want to accomplish on this system? (to gain an idea about user expectations, which can turn out to be a valuable suggestion for the system as new features/updates)
 - What are you trying to get done? (to gather background information on what a user wants to do)
 - How do you currently do this? (to analyze workflow of current tasks)
 - How did you hear about the system? (to gain more insight about the market)
 - After the user uses the system, some interview questions to ask are:
 - What do you like best about the system? (to find out what currently works well in the system and maintain that feature)
 - Would you recommend this app to a friend? (to understand customer satisfaction)
 - What do you find the most frustrating about the system? (to investigate how existing system can be improved)
 - How easy did you find to use the system? (to evaluate ease of access/ usability of the system) *Possible answers could be 'Very easy to use'; 'Easy to use'; 'Neither easy nor difficult to use'; 'Difficult to use' and 'Very difficult to use'.*
 - These questions can be asked in both structured or unstructured interviews.

- What are other evaluation techniques? Why is it appropriate or not appropriate to use these?
 - Rather than one-on-one interviews with users to evaluate the application, some sort of polling techniques could be used in tandem with showcasing the application to a group of people to get quick feedback from a larger number of people. The polls could be very simple, gauging first impressions of the application and overall thoughts/opinions of the interface. With this technique we would be able to acquire a larger amount of data regarding feedback of our application in a shorter amount of time. I believe it would be appropriate to use this technique in our upcoming studio session since we will be showcasing our application to the entire class (peer feedback is already expected)
 - Another evaluation technique would be to conduct an observational study for users using our application. This would involve allowing users to use/interact with our app, either freely or in a way that they are doing some benchmark tasks that we've laid out for them, and observing their physical and verbal reactions while they do so. This gives us a great measure of the impressions on our interface, allowing us to of course hear the verbal reactions users have but also see and understand honest emotional responses in the user's facial expressions. It is easy to see on someone's face whether they are confused at a particular point in time or are satisfied with what they're looking at when using the application, and other sorts of reactions. This may not be the most appropriate evaluation technique for our purposes since the interviews/questionnaires will give us most if not all of the information we would get from this type of study without going through all of the trouble to conduct this observational study.
 - Market research would be an additional method to evaluate our product. We can gauge how effective our product is by researching similar products available to the public, such as another lifestyle/health app with a focus in hydration. It would be appropriate to research another app if it attempted a goal similar to Plant Nanny's, since these apps have reviews from users on the App Store/Google Play Store that could be applicable to Plant Nanny. It would not be appropriate to research a hydration app that did not have a similar objective to Plant Nanny, like an app that has the sole purpose of educating users about hydration, and not encouraging users to drink water regularly. An app of that nature would have different requirements and extensive research about it would not be applicable to Plant Nanny.

Usability Specifications:

Usability attribute	Measuring instrument	Value to be measured	Current level	Target level
Initial impression	Noticing the expressions of the user. Detect any gulf of evaluation situations.	If there was Gulf of Evaluation	0 (not yet measured)	10/10
Ease of user sign-up and completion of user survey	Noted if the user expressing that the sign-up page had high affordance and that the text boxes were easily visible.	Affordance and visibility	0 (not yet measured)	10/10
Ease of user logging drinks	Using Gestalt principles. Checking to see if the user can easily tell the foreground of the circle icon from the background.	Foreground /background	0 (not yet measured)	10/10
Learnability, ease of user to memorize app functions	First run through, having the user navigate through the system, giving any help if necessary. Second run through, letting the user navigate by themselves. Make necessary trade-offs like adding a few clicks to make it less of a load for them to think.	Run through of the first and second time the app is being used from one user	0 (not yet measured)	10/10
Ease of user adjusting settings	Observe by seeing if we had incorporated Fitts Law correctly. Saw if the user had trouble moving the mouse in the direction	Fitts Law	0 (not yet measured)	10/10

	of settings.			
Ease of user earning coins from ads page	Using Gestalt principles. The user should be able to tell that all of the single bar tasks below the headline "Earning Coins" are ways to win coins by the proximity and similarity principles.	Proximity, similarity, and symmetry	0 (not yet measured)	10/10
Lasting impression	questionnaire/survey	Score on survey or questionnaire	0 (not yet measured)	10/10
Motivating user to effectively improve water intake	questionnaire/survey	Score on survey or questionnaire	0 (not yet measured)	10/10
Amount of time sign-up process takes	timer	Measure of minutes/seconds	0 (not yet measured)	5 mins (max)
Amount of time it takes for user to change language	Could use KeyStroke Level Model basing our time for each key from Card et al on the powerpoint slide.	Adding all KeyStroke times	0 (not yet measured)	5 mins (max)

Screenshot of system in action with narrative:

