Teamflow

UX & Security Test

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University of Arizona

APCV 401: Introduction to Human-Computer Interaction

Dr.Straight

Preformed by

Group 8

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Introduction

Who we are, and why this report was created

Why was this report created?

Group 8 is made up of applied programming students at the University of Arizona. This semester, we took an introductory class to Human-Computer Interaction under the instruction of Dr. Ryan Straight. As the final project for this class, we have been tasked with creating this comprehensive report on the form and function of the Teamflow platform. We would like to express our gratitude to Teamflow for the opportunity to analyze their website.

Todd Bartfalvi

Senior at the University of Arizona studying software development. Currently working as a software developer for a financial institution. Experienced software tester, including user acceptance testing.

JohnPaul Siml

Senior at the University of Arizona studying digital design. Currently focused on crafting unique and chaotic gaming experiences.

Nathan Yi

Senior at the University of Arizona studying Information Management. Past experience working at Google in their Executive Customer Engagement Team. Currently at Surglogs, Inc. (Medical Software) as a Solutions Engineer.

Dante Zelaya

Senior at the University of Arizona studying software development. Currently employed by a local web design company to quality check web designs before launch.

Conceptual Models

The core logic behind Teamflow

Getting Started

Objects	Attributes	Operations
List	Status, Checkbox, Names, Pop-Out Window, Score	Inform, Encourage User, Train, List
Links to Steps	Links, Numbers, Names	Open, Close

Profile

Objects	Attributes	Operations
Status	Options, Tabs, Available, Busy, Custom Text Box, Labeled Buttons	Inform, Set Status, Remove Status, Select, Show Availability, Customize
Settings	Organized Tabs, Name Text Box, Upload Photo, Notifications Capability, Audio Settings, Video Settings, Pop-Up Menu, Save/Cancel Button, Profile Photo	Change, Select, Customize, Inform, Control Features, Provide Hub, Adjustment
Download	Links, Store, Different Versions, Accessibility	Install, Automatic Download, List
Sign In/Out	Choices, Buttons, List, Link, Security Measures, Status	Accessibility, Inform, Remove, Add, Protect

Search

Objects	Attributes	Operations
Search bar	Text Box, Icons, Label, Search Functionality	Search, Link, Sort
List	Quick Actions, Games, Office, Customize, Rooms, People, Help and Support, Account	Link, Inform, Categorize, Train, Accessibility, Quicken Process

Schedule

Objects	Attributes	Operations
Sync	Link to gCal, Link to Other, Mute, Customize	Sync, Inform, Relay, Mute, Change Settings, Display
Calendar	Event, Date, Time, Setting, Customize, Invite, Buttons	Sync, Inform, Display, Schedule, Set, List Invitees, Change Settings

People

Objects	Attributes	Operations
List	Names, Profiles, Icons, Status Circle	List, Differentiate, Inform
Link	Names, Link, Invite, Tap, Remove Option	Link, remove, communicate, invite, set up, navigate

Main Floor/Rooms

Objects	Attributes	Operations
Menu	Button Bar, Buttons, Links, Audio Capability, Video Capability, Chat, Whiteboard, Document, Image, Countdown, Embed Link	Link, Inform, Direct, Change Settings, Expand, Communication, Share, Document, Notation
Key	Layout of Room, Placement of Icon, Zoom, Zoom Out, Map, Reset Button, Location Finder	Inform, Reset, Change Display, Follow, Placement
Floor	Office Display, Room Differentiation, Office Furniture/Objects representing Areas, Text, Customization Button, Dimension	Inform, Reset, Provide Space, Customize, Link, Place, explore
Icon	Name, Status, Link, Profile Picture, Color, Object, Placeholder	Inform, Display, traverse, explore, link, personalize
Room Menu	Links, List, Tabs	Link, Categorize, Separate, Number, Name, Differentiate

Personas

Digital people used as a basis for design considerations

Use Case: Virtual Classroom

Bryan

Digital Persona

Teamflow



41

LA, California

Professor

Lives Alone

Biography

Bryan is a current cyber security professor from California looking to further his profession at the UofA. He wants to help students better organize themselves by utilizing Teamflow post-pandemic to reinforce the importance of team collaboration. Bryan also loves to travel,so being able to teach classes on the go is a must.

Technology Skills

Internet	●●○○○
Social Media	●●○○○
Mobile	●●●●○
Desktop	●●●●●
Games	●●○○○

Likes

- Italy
- Fine wine
- Traveling

Dislikes

- Staying Put
- Zoom
- Hiking

Website Goals

- Hold Vitrual Office Hours
- Teach Classes Viturally
- Interact with students

Use Case: Virtual Student

Arianna

Digital Persona

Teamflow



20

Tucson, AZ

Student

Lives With Parents

Biography

Arianna is currently an undergraduate student at the UofA seeking a degree in English. She wants to transition to an online school schedule so that she will have more time to work on her novel. She also wants to collaborate efficiently with her classmates in an online environment. In her free time, Arianna likes to read and play with her cat.

Technology Skills

Internet	●●●○○
Social Media	●●●●○
Mobile	●●●○○
Desktop	●○○○○
Games	●●○○○

Likes

- Writing
- Novels
- Cats

Dislikes

- Technology
- Traffic
- Traveling

Website Goals

- Virtual Classes
- Virtual Team Meetings
- Virtual Tutoring

Use Case: Virtual Lounge

Joseph

Digital Persona

Teamflow



32

Phoenix, AZ

Optometrist

Lives with Wife

Biography

Joseph recently graduated from the University of Houston with a degree in optometry. He is currently working on his residency in Arizona. Joseph and his wife both want to stay in touch with friends and family in Texas, but due to Joseph's rigorous schedule, online meeting platforms are the only viable option. In his free time, Joseph likes to watch telenovelas with his wife.

Technology Skills

Internet	●●●○○
Social Media	●●○○○
Mobile	●●○○○
Desktop	●●●○○
Games	●○○○○

Likes

- Medicine
- Telenovelas
- Sailing

Dislikes

- Cats
- Beer
- Clutter

Website Goals

- Virtual Lounge
- Entertainment Space
- Stay in touch with family

Use Case: Virtual Office

Kate

Digital Persona

Teamflow



36

Knoxville, TN

Publicist

Lives with Family

Biography

Kate is a full-time publicist for a major firm in Knoxville. She wants to be able to interact with online clients in a more meaningful manner. Zoom has proven inefficient and she wants to use Teamflow as her personal office space. In her free time, Kate likes to tend her garden, play with her two kids, and read a good book.

Technology Skills

Internet	●●●●○
Social Media	●●●●○
Mobile	●●●●○
Desktop	●●○○○
Games	●○○○○

Likes

- Gardening
- Reading
- Social Media

Dislikes

- Delay
- Complexity
- Wine

Website Goals

- Virtual Office
- Online Client Meetings
- Host Online Events

UX Issues

General issues with the UX of Teamflow

Look & Functionality of Furniture.

One UX concern is the look of Teamflow. It is not congruent with other interfaces in the social platform space, such as Discord. More minimalistic graphics could help users see what is important on screen.

Additionally, the furniture has the potential to be better utilized within the space. All the real estate on the screen should be use, if possible.



We propose an interface redesign which uses simple colors and shapes to denote furniture that has a useful function within the environment.

Zoom Ctrl Issues

Rather than utilizing the ctrl key for zooming in and out, using the scroll wheel by default is a preferable option. Most users will attempt to use the scroll wheel before they think of using the ctrl key.

Infinity Times Infinity

Since the office space is capable of infinite room, it is not necessary to move users into a separate space when joining an office. Rather, the platform should take advantage of one of its most unique features and simply layout office spaces within the main room. However, a separate office space is not necessary if spatial audio is disabled anyway.

Our solution to this problem is to remove the spatial audio space entirely for small meetings (Room Space) and to add a special audio space for large groups (Meeting Space). Both spaces are outlined in

the Lo-Fi Prototype section.

Omni-Directional Audio

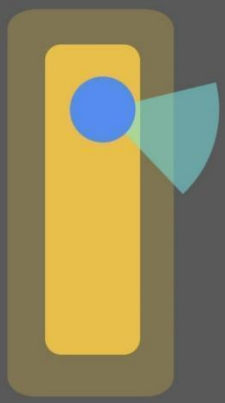
The way Teamflow uses audio is very close to an accurate reflection of how conversations function in the physical world. However, in the physical world, audio is directional, not omnidirectional.

We propose a system where audio is directable by pointing an audio cone using the mouse. Users within the cone hear the speaker at full volume, while users outside the cone hear the speaker at a reduced volume.



Audio Zones

Audio zones in Teamflow have no granularity. Once a user enters a zone, they cannot hear anyone outside of the zone, and no one can hear them. This is not ideal, as audio in the physical world is very granular.



We propose a system where audio zones dampen audio, rather than fully eliminate it. These granular audio zones, such as a couch (left), allow users outside of the zone to faintly hear the conversation going on inside of the zone. Likewise, users in a zone can hear others outside of the zone, albeit at a reduced volume. For users in the same zone, they will be able to hear each other at a normal volume. Due to the directional audio cone, a user within a zone can still hold a conversation with another user outside of the zone at a full volume level as long as both users are within the cone.

Lo-Fi Prototypes

Proposed interface redesigns to address UX concerns

General Design

Common elements across each space

The Navbar

The navbar is designed to simplify existing Teamflow functionality and is present on every prototype screen. It is responsible for navigation and control.



The Teamflow logo acts as a back button site wide, allowing users to click it to go back to the space they were previously in. It does not take users directly home.





The camera and mute buttons exist on every screen and allow the user to control their camera and microphone.





The user button replaces the list of users in the current design of Teamflow. When clicked, it shows a menu of users in the space. The calendar button remains the same.





Content sharing buttons are dynamic and appear only when needed by the space. Additional controls and functionality appear when needed. If too many functions appear, the navbar can be scrolled to see all of the options available.

Granular Audio Zones

Couches are semi-public audio zones where users on the couch can all hear each other at a normal volume. Users in this zone hear other users outside the zone at a reduced volume and vice versa.



Speaker stands allow a single user to be heard by all users in a specific zone. Additionally, in specific spaces, standing on a speaker zone will give a user control over that space.



Chairs are private audio zones where a user can sit in peace. A user in this zone can still interact with others but is far more isolated than when on a couch.



Effect areas are shown via transparent shapes that encompass the area around an audio zone. Any users within this effect area will hear the conversation going on in that specific audio zone.



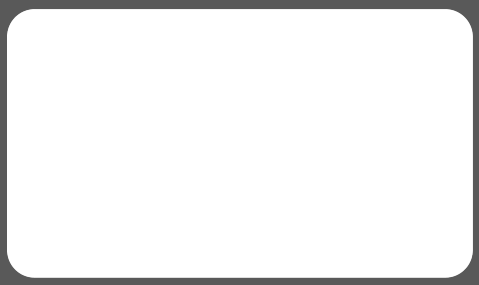
User Icons

For the purposes of this report, example users are shown as colored dots. These icons would function exactly as in Teamflow, with the ability to show a webcam feed instead of an icon.



Endless White Boards

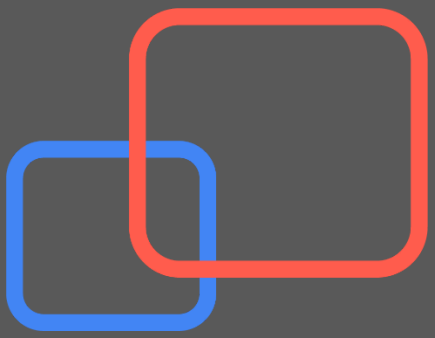
Endless whiteboards work identically to how content is shared in Teamflow. Whiteboards are infinitely large, and users can manipulate their view, share content, and view the content of other users. However, unlike Teamflow, whiteboards have no spatial audio component and are accessed via specific spaces designed for their use.



We believe the current version of Teamflow places the spatial audio environment and the content sharing ability at odds with each other by combining both into the same space. White boards are our attempt to simplify the form and function of these abilities.

Viewports

One key idea critical to the following Lo-Fi modes is the concept of a viewport. In a space, when a user views an endless white board, other participants can see their current view of the board. Depending on the space, a presenter can gain control over the viewports of participants.



A presenter can link the viewports of all participants to theirs. The resulting experience is very similar to a screen share in Zoom. However, unlike Zoom, a presenter can unlink all viewports to allow participants to control their own view. Viewports are very important, because they allow users to share much more far more quickly than any virtual meeting platform available.

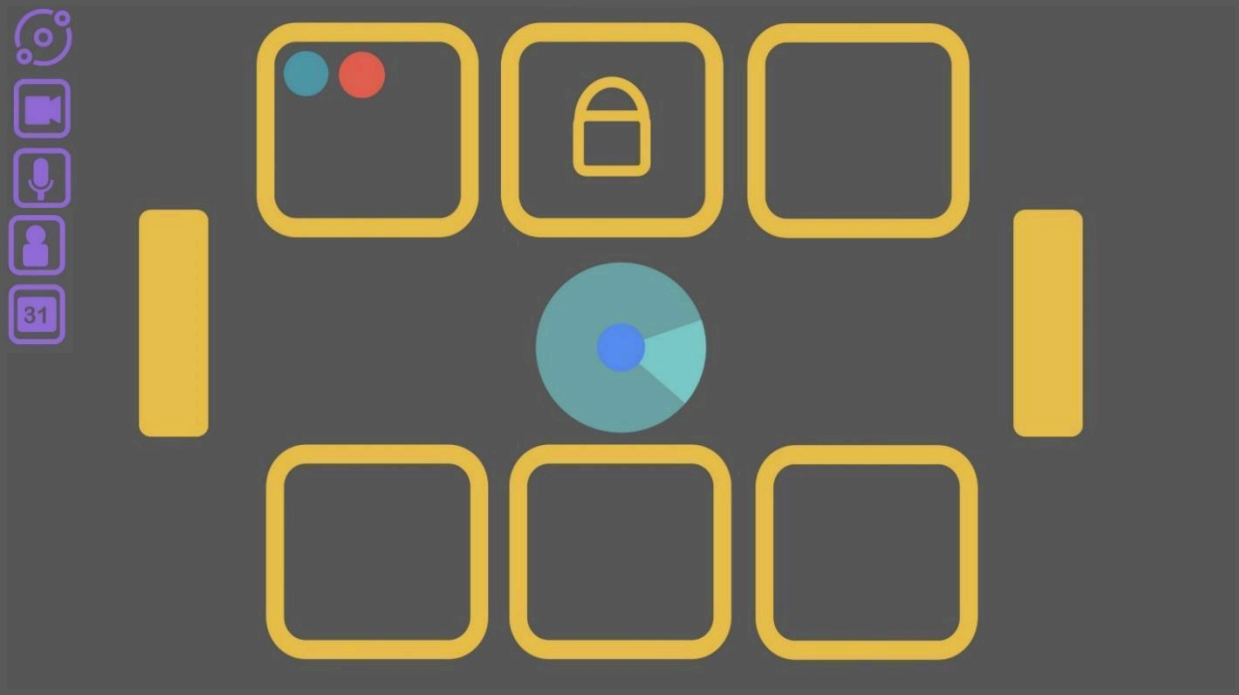


Prototype Spaces

Lo-Fi Models

Office Space

A space for small teams to get work done



The office space is the way users navigate to various rooms. The office space has spatial audio and allows users to converse outside of a room.

The office space is mostly focused on directing users into a specific room space. User icons in a room icon will show which users are currently using that room space.

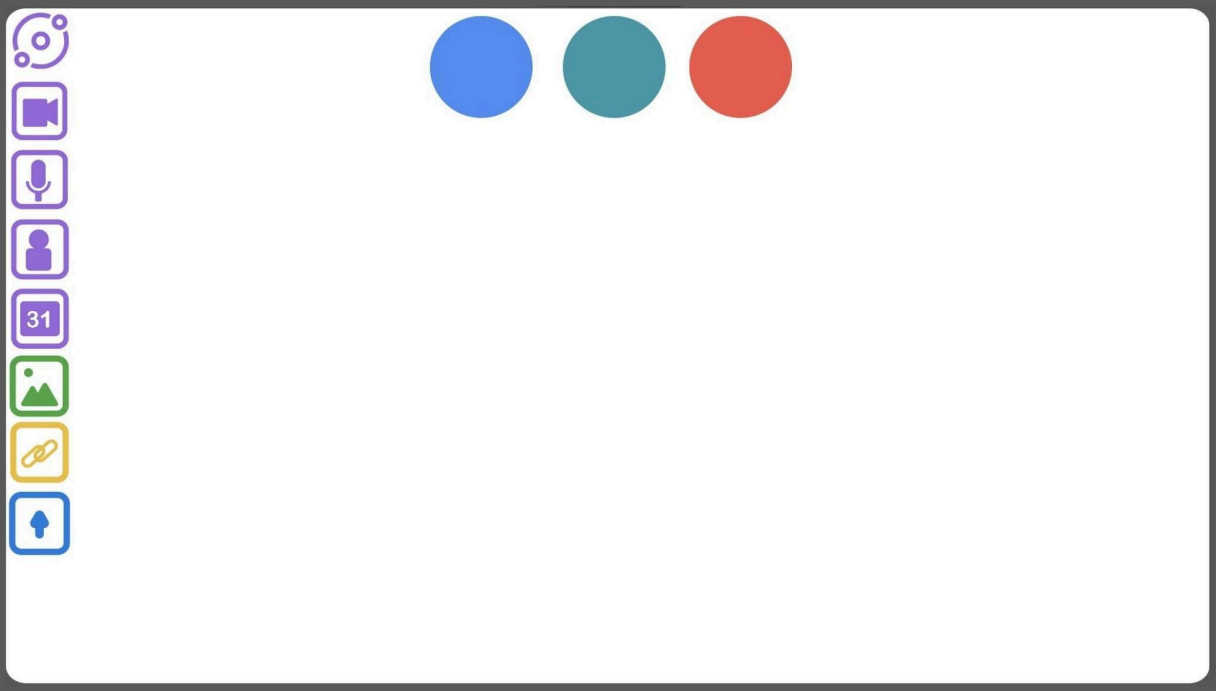


Rooms can be locked, which also hides participants. There is no spatial audio in a room, so there is no need to use the standard spatial audio controls or layout.



Room Space

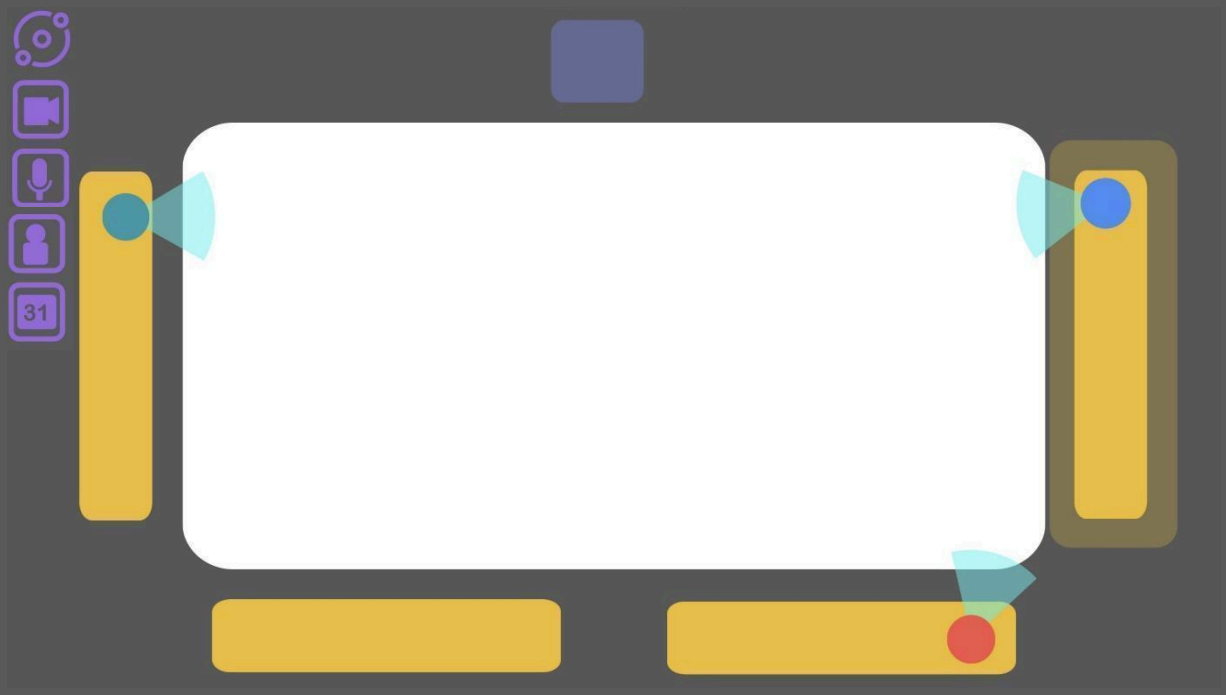
A unified space for a small team



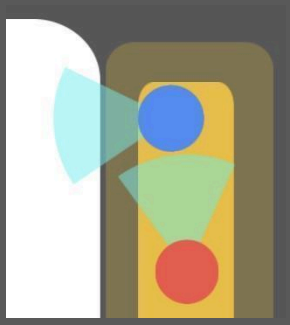
The room space shows an endless white board that can be used to share and present ideas on. This whiteboard can be scrolled and zoomed, and interactive content can be added, just like in the current iteration of Teamflow, but without the spatial audio layout. Users in the room space are shown at the top of the screen in an expanded view. Content creation tools are shown on the left-hand side. Users can exit the room space by clicking the Teamflow logo at the top right.

Meeting Space

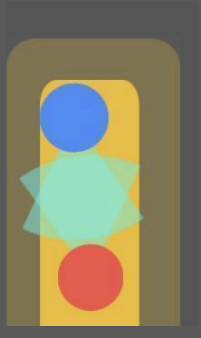
A space designed for large groups to easily interact



The meeting space is designed to be a more interactive form of the office space. In this space, users sit on benches outlining a large presentation board. The presenter has total control over the content on the board but can allow another user to present. This board is also an endless white board. Users exit a meeting by clicking on the Teamflow logo.



If a user wants to ask a question, they can point their directional audio cone onto the board. This will make their voice audible to the whole space. However, if a user only wants to converse with those on the same bench, they can point their directional audio away from the main board.



Lounge Space

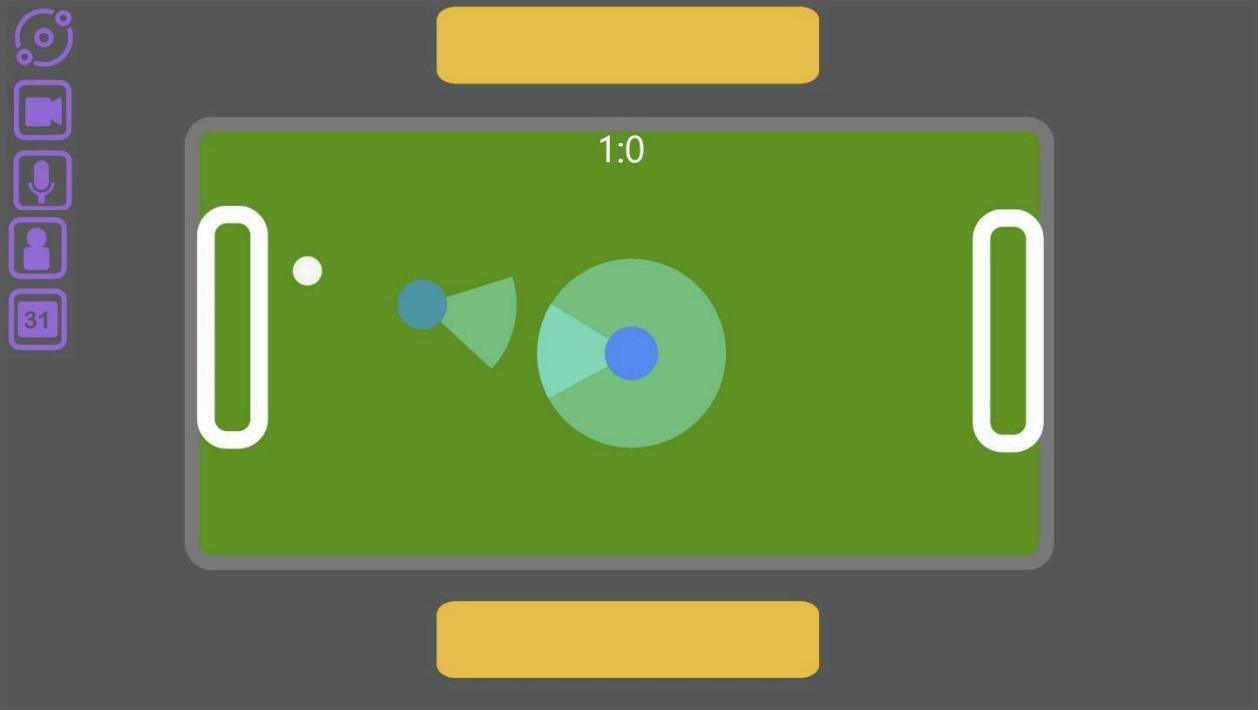
A casual area for users to hang out



The lounge area is designed to be a place for users to casually hangout. It makes use of couches and chairs in order to create audio zones for more private conversations, and it also makes use of interactive games to keep users entertained. Additionally, users can make use of existing non-endless white boards within the space to share content or stream media to other users within the space.

Interactive Spaces

Games for users to play in the lounge space



Users can also participate in games specifically created to take advantage of Teamflow's unique design. In this example, two or more users can play a game of soccer, while other users can cheer for each side on the benches that outline the field. Games like this could be added to the lounge area for users to blow off steam and relax.

A key advantage of this approach is that it only provides the bare bones of a game and imposes the fewest number of rules onto users. This gives users an opportunity to collaborate, as they all can come up with a particular game or style of play that they would like to participate in. In the example above, only a basic pitch and ball are provided, with a singular rule: If the ball goes into a goal, the counter of the other side goes up. This allows users to come up with any number of games or ideas collaboratively.

Usability Testing Plan

A comprehensive test structure

Purpose and Goals

The usability test consists of scenarios to test the workflow of the prototyped Office Space, Room Space, Meeting Space, Lounge Space and Interactive Space for the Teamflow application (app), app.teamflowhq.com. The goal of these scenarios is to look at the viability of the prototyped spaces. Will these spaces be useful? Do the spaces offer a virtual experience that mirrors an in-person office? Are the spaces intuitive to the users? Could the spaces be improved?

Metrics

The team will use the following test metrics, successful task completion, and likes, dislikes and recommendations (Affairs, 2014). The successful task completion will be noted by the test administrator for each scenario task. During each task, the test administrator will note the likes, dislikes and any recommendations for the app. These metrics will be used to create a postmortem document to be given to the project team.

Setup

This test will be similar to an “in-the-wild study” allowing the test subjects to run the scenarios in a deployed environment, with live users they can interact with (Sharp et al., 2019, p. 538). Since the app is online and the main users will be remote workers, there is no need for a lab. Instead, personal computers or laptops can be used. This will also help keep the testing costs down (Sharp et al., 2019, p. 526). Since the test is using this format, the following setup is required. Included in this setup will be any required equipment and prerequisites.

1. The test users have access to a laptop or personal computer (PC) to run the scenarios.

2. The laptops/PC should not be shared. One device per test user.

3. The test must be performed to mirror real-life use of the app.

4. The test administrator should administer this test via Zoom.

5. The following users should exist on the app to interact with the test users.

    a. At least two users who are locked in a Room Space together.

    b. One user in an open Room Space.

    c. A presenter and at least one participant in a Meeting Space.

    d. At least one user is sitting on a couch in the Lounge Space.

    e. At least one user standing in the Lounge Space.

    f. At least one user is playing an interactive soccer game.

Along with the setup, the following roles should be used for the testing team.

Test Administrator – Leads each test session. Will be a reference for the test users if they have any questions. Will also take notes on test user reactions and if they complete each task.

Note Taker – An additional member of the test team to take notes. These will be used to compare with the test administrator's notes since the administrator could miss a reaction if they must help a test user.

Test Requirements

The usability test should consist of no less than 5 test users, and no more than 10 test users. As research has shown, this should be enough to get different perspectives, while keeping costs down (Sharp et al., 2019, p. 525). The test users should be remote workers, ranging from professionals to college students. Each test session should last approximately 30 minutes. The time between each test session should be minimal since there is no reset needed for the environment. The only caveat is to ensure that at least one Room Space with an active user is available for the next test user. Since the test does not require the test users to be on location, it can be done at any time, although it would be preferable to do the test during working hours, Monday thru Friday between 9 and 5, to help mirror a true working environment.

Scenario

All scenarios will be goal/task based. This means the test users will not be given a story line, or in-depth details on how to perform tasks. Instead, they will be given a brief description of the task and must figure out how to complete it on their own (Affairs, 2013). While the test user is performing the scenario, take notes on any comments they have, both positive and negative. Also, note the ease or difficulty of completing each task. The test administrator can help if asked but should remain neutral and only help the test user if stuck or frustrated (Affairs, 2014). Too much help or input can sway the test user's experience.

Description – You are a remote worker using the app.teamflowhq.com site to virtually interact with coworkers at your company. The following scenario tasks represent work tasks that you would perform during a normal workday.

Task 1 – Enter an Office Space and try to access a locked Room Space.

Task 2 – Go to an open Room Space that has another user in it. Lock the room and add a document to the board to share with the other user.

Task 3 – Accessing the audio tools, explain the document to the other user. Allow the other user to give you feedback on the document.

Task 4 – Leave the Room Space and go to a Meeting Space. Find a couch to sit on so you can listen to the presenter.

Task 5 – Ask a question to the presenter and wait for an answer.

Task 6 – Request control of the board from the presenter. Once you have control, add a document and explain it to all participants in the meeting.

Task 7 – Leave the Meeting Space and navigate to the Lounge Space. Find a couch that has another user on it and sit on it. Begin a conversation with the user.

Task 8 – Leave the couch and go up to a user that is “standing” in the room. Engage them in a conversation.

Task 9 – Leave the Lounge Space and go to the Interactive Space. Sit on one of the couches by the soccer pitch and start cheering.

Task 10 – Go onto the soccer pitch and talk to one of the other players.

Task 11 – Kick the ball into the goal.

Follow-up Questions

After each test user finishes the above scenarios, the test administrator should ask the test user four questions from the following list and note their responses. The test administrator will also want to note if the questions are hard to understand or relevant to the app.

- Did you have any technical issues trying to reach the website?
- What software and tools do you use on a daily basis?
- When the website first loaded on your device, was it what you expected or is there something you would change about the design?
- Follow up to the previous question, what device were you using to visit the website?
- Do you think a change in device to visit the webpage would make a difference?
- How did the layout of the homepage affect your decisions to navigate?
- Did you find any information missing from the home screen that you would have assumed to be there?

- Once you navigated to your intended resource, were you presented with the relevant information in an appropriate manner? Why or why not?

- Do you believe that others would have trouble navigating through this website? Why or why not?

- What are some of your favorite internet websites?

- Which features of these sites stand out to you as particularly noteworthy?

- Describe your process for finding information on the website?

- Why would it be useful to separate the website content by students, faculty, and researchers?

- How would you describe your current job?

- What type of interaction should there be between presenters and participants?

- What type of experience have you had with virtual office software?

Test Narrative

A transcript of tests performed on the prototype interfaces

Introduction

Group 8 performed the usability test on Saturday, December 11, 2021, as a proof-of-concept test. All four members of the team were present and participated in the session. Group 8 decided that one member, Nathan Yi, who had not seen the interfaces yet, would run the scenario. Nathan was encouraged to comment about his experience while performing each task. Nathan used an interactive prototype designed by JohnPaul to execute this test. This prototype included functional interfaces for the Office Space, Room Space, Meeting Space, Lounge Space, and Interactive Space.

Scenario Test Transcript

Task 1 – Task 3

Nathan's first task was to access a locked room in the Room Space. Nathan tried to access the room but found that he could not enter. Next, Nathan moved to the second task, going into an available Room Space with another user and adding a document. He successfully entered the room but noted that the action buttons, which included features like adding media, were non-functional. JohnPaul explained that the interactive prototype was not fully functional, so the action buttons would not perform as expected. This lack of functionality was noted as a necessary limitation to the scope of the project. This limitation would be a non-issue for actual usability tests, which would be performed on a prototype in a more functionally complete state.

Task 4 – Task 6

Nathan attempted tasks four through six, which dealt with the Meeting Space. The assigned tasks included taking a seat on the couch, talking to the presenter, and taking control of the board. These actions were skipped due to the incomplete nature of the interactive prototype.

Task 7 – Task 8

Tasks seven and eight dealt with the Lounge Space. Nathan was able to sit on the couch and stand next to another user. Since the interactive prototype was incomplete, Nathan could not test audio levels. Another observation Nathan made was how the audio radius circle decreased when the user sat on the couch in the Lounge Space. This mirrored real life, where a user would adjust the volume of their voice while talking to one person on a couch, rather than addressing the whole room.

Task 9 – Task 11

The final set of tasks, nine through eleven, tested the usability of the Lounge Space. Nathan was able to sit on the couch, and his user icon automatically centered his view onto the soccer pitch. Again, due to the limited prototype, Nathan could not cheer for the team nor talk to the other players. However, he was able to kick the soccer ball around, completing task eleven.

Results

When Nathan was finished with the scenario, some general observations were made by the group. Nathan was easily able to navigate and execute all of the tasks possible in the limited interactive prototype, even though he had never used the interfaces before. Nathan found the experience to be very intuitive. Another takeaway was the gameplay of the interactive soccer game. It

proved to be so much fun that it ended up taking more test time than expected. Several members suggested that more games, such as Ping Pong or Pac-Man, could be added to the Interactive Space. The consensus was that interactive spaces that used games to build cooperation were a great addition to the project.

Questions

After the above scenario, Group 8 picked sixteen questions to ask each other. Each group member would ask another member four questions. The remaining members would write down the answers. Additionally, members would note any comments about the relevance of those questions to the scenario.

Nathan

“Did you have any technical issues trying to reach the website?”

Nathan answered no.

“What software and tools do you use on a daily basis?”

Nathan answered, “Mostly Zoom”.

“When the website loaded on your device, was it what you expected or is there something you would change about the design?”

Nathan noted that he expected to see a home page, and that he did not expect to see a dark background.

“Follow up to the previous question, what device were you using to visit the website?”

Nathan stated he was using a PC but was interested to see if the prototype could be accessed on a mobile device. The group felt that the UI would be mobile-friendly with a few changes.

JohnPaul

“Did the layout of the various interfaces affect your navigational decisions?”

JohnPaul stated, “Unlike other sites where clicking the logo takes the user directly to the home page, clicking on the logo in this design only takes the user one step back, which could prove to be confusing.”

“Did you find any information to be missing from the interfaces that you would have assumed to be there?”

JohnPaul responded in the negative.

“Were you presented with the relevant information in an appropriate manner?”

JohnPaul noted that the presentation was seamless, and the user did not have to dig through menus to access most information. JohnPaul suggested rephrasing the question to, “Once you navigate to your intended destination, were you presented with the relevant information?”

“Do you believe that other users will have trouble navigating through this website?”

JohnPaul mentioned that the concept of navigation without a heavy reliance on menu systems was foreign in the virtual world, which could result in some users struggling.

Dante

“Why would it be useful to separate the website content for different spaces?”.

Dante stated that separating the tasks into their own spaces makes it easier for the user to access them, and it does not make the site too mentally overbearing to use.

“How would you describe your current job?”

Dante explained that his current role was to perform quality control for web designs before launch, which gave him a unique insight into the design of web applications.

“What types of interaction should there be between presenters and participants?”

Dante noted that presenters should be able to lock all participants in a meeting space, as well as mute audio for certain users.

“What type of experience have you had with virtual office software?”
Dante stated that he had some experience with Zoom, Discord, and Facetime. He also suggested changing the question to “What type of

experience do you have with tools that simulate a real-world office experience?”

Todd

“What are some of your favorite internet websites?”

Todd responded that ESPN and Amazon were his favorites by far.

“Which features of these sites stand out to you as particularly noteworthy?”

Todd stated that the layout of information on the ESPN site was a big draw for him. ESPN's use of a quick score bar at the top of the screen helped make it easier to stay up to date on games at a glance.

“Describe your process for finding information on the website.”

Todd responded that the feed on ESPN made it easy to view content on the website quickly.

“How accessible is the interactive prototype by comparison?”

Todd noted that navigation was easy once he got used to it. He also noted that a tutorial might be beneficial for new users.

Test Conclusion

Reflecting upon the test results and answers to the questions, Group 8 came to a few conclusions. A comprehensive test could not be run due to the prototype's limited functionality. However, the Group was still able to draw several conclusions about the usefulness of the prototype interfaces. The limited scope of granular audio zones was intuitive, as was the ability to direct an audio cone. The whiteboard view of the spaces was very useful, even without the action buttons enabled. And adding interactive games to the Interactive Spaces made the user’s experience on the site far more enjoyable.

Security audit

A review of how secure Teamflow is

The Audit

This security audit aims to ensure Teamflow meets industry standard security practice. Ratings are on a scale of 1-5. A rating of 5 means the feature is as expected.

Entire site accessed via HTTPS (Rating: 5)

Teamflowhq.com is secured via the HTTPS standard. Every webpage visited, including the 404 page, was secure.

Login feedback is appropriately vague (Rating: 4)

On login, the password box does give the user the option to see their password. This is not ideal, but still acceptable.

Password requirements are reasonable (Rating: 2)

Password requirements are too lenient. Six-character passwords, with no numbers or special symbols, do not result in adequately secure passwords nowadays. We would recommend, at the very least, a requirement for an eight-character password with digits.

Credentials are obfuscated appropriately (Rating: 4)

Unless certain buttons are clicked, passwords remain hidden and secure.

Repeat login attempts are capped and retarded (Rating: 1)

Login attempts were not capped or retarded, even after ten-plus attempts. This is a serious security risk and should be addressed immediately.

Conclusion

Our Final Thoughts

Summary

We all feel very honored to have been able to participate and analyze such a revolutionary platform. After using Teamflow for the last couple of months, we are convinced that Teamflow is the future of online interaction. We look forward to watching this revolutionary product evolve into a market leader.

We want to extend our thanks again to Teamflow for allowing us access to the platform and for the opportunity to create this report. It has truly been a wonderful learning experience and we are all extremely grateful!

Thank You,
Teamflow!

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