

Agile Manager User Testing Report

Testing Tasks

1. Create an account
2. Login to the app
3. Join a team
4. Create a scrum meeting for a team
5. Find created scrum meeting
6. Join the scrum scrum meeting
7. View the most recent team scrum meetings

Concern	Solution	Implemented
Users had trouble finding the navigation drawer for the first time.	When the user first logs into the app the drawer will be open so they know it is there. Also, replace the back arrow with the hamburger icon that is usually used for navigation drawers.	Implemented the drawer showing the first time a user logs. Ran into trouble trying to replace the arrow icon with the hamburger.
Users tapped the goal list instead of the add goal button when trying to add goals to a scrum meeting.	Make the goal list have the same click handler as the button.	No
Users would hit the enter button assuming it would move them to the next textbox in input screens like the create account and login.	Change the text boxes to the include this functionality. Replacing the enter button with a next button.	Yes
While in typing into the app the users assumed they would be able to move the screen to get to the other inputs with the keyboard still up.	Added a scrollable area to all pages that may need keyboard input.	Yes

Users got confused when the join team page stayed open after joining a team	Make the app change page to dashboard when they successfully joined the team.	Yes
Users got confused after adding a goal the page would jump down to the comment input in the add scrum page.	Set focus to the goals list to stop this from happening.	No