

SNAP SHOP PROJECT USER TESTING AND RESULTS

1. ACCEPTANCE TESTING...

1. Go to the add item screen and take a picture of a chair
2. Fill the form, entering enter a name, vendor, and price and save the item
3. Edit the item's name
4. Create new item
5. Delete the item you have just made above
6. Go to View Items screen and search for the item you created
7. Log out of the app

2. USABILITY TESTING...

A. User 1

- i. Completion Time – 3.5 minutes
- ii. Age – 20
- iii. Phone – Samsung Galaxy S6 Edge
- iv. Technically Ability – Strong

B. User 2

- i. Completion Time – 3 minutes
- ii. Age – 17
- iii. Phone – Samsung Galaxy S5
- iv. Technically Ability – Strong

3. RESULTS AND MODIFICATIONS TO SNAPSHOP...

A. User 1 successfully followed and completed each step.

- i. Issue 1 – No indication when the user was searching for an item.
- ii. Solution 1 – Created a progress dialog display the following message “Searching items...”. Unfortunately, I had to use the deprecated progress dialog instead of a custom progress dialog/bar.
- iii. Issue 2 – The user could return to the login screen after logging in.

- iv. Solution 2 – Created an overriding function that calls an intent and when the back button is pressed, the user remains on the same screen.

B. User 2 successfully followed and completed each step.

- i. Issue 1 – Some of the widgets (buttons and text views) display off screen due to screen size.
- ii. Solution 1 – Implemented a library from GitHub that deals with multiple screen sizes. The library reference is in the Snap Shop project proposal.
- iii. Issue 2 – Didn't like the fact that it required internet connection to create a new user.
- iv. Solution 2 – I explained afterwards that because the username and password is being stored on a web service, internet connection is required.

4. OUTCOME...

- A. I asked the two users to test the app again and there were no problems.