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|  |  |  | 2020  Team Prometheus |
| Prometheus Puzzles  Usability Testing Documentation | | | |
| A close up of a logo  Description automatically generated | | | |

# Prometheus Puzzles

# Application Vision

The system is a web application designed with the purpose to allow users to

* Create puzzles manually or using an AI
* Share puzzle creations with other users
* Rate puzzles made by other users. Top rated puzzles are displayed first on the view page
* Download a 3D printable model of the generated puzzles. One should be able to feed this model into a 3D printer and solve it as a physical puzzle

# User Groups

Our primary user groups can be classified as follows:

* **Puzzle Enthusiasts** - these can be users of any age, be it children, teenagers or adults who like playing with puzzles.
* **Parents** - some parents may want to make puzzles for their children to play with.
* **Educational Users** - these can be teachers who want to teach children with challenges such as autism or limited motor skills.

Additionally, the general user of the website is someone proficient in English so they can easily navigate the website and perform tasks as instructed.

The user also needs to have an understanding of how to use technology, even though we aim to make our application very user friendly.

# Usability Testing Process

Usability is one of our greatest functional requirements. As such, we set out, from early into the design process, to involve users into the design of our system as, at the end of the day, we are designing the system for them.

The next few headings take you through various stages of our design process and user testing we conducted.

# Stage One

Background

* This was in preparation for demo one of the Capstone project.
* We identified at least 2 users from each user group and sat down with them in order to hear what they wanted from a puzzle generator website.
* We focused on two main concepts, which in turn gave us the two questions we asked users during information gathering sessions
* The questions and personas used are in the table below

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  | What colors would you like to see? | What theme would you suggest the website take? |
|  |  |  |  |
| Puzzle Enthusiasts | Persona A  (*works as an artist*) | Bright colours – maybe green or canary yellow | Nature colors or maybe something like a rubix cube feel |
| Persona B  (*a history student*) | I prefer toned down colours – something not too bright or blinding | I suggest a vintage theme. Your name is a Greek god’s name, so maybe colours of ancient ruins |
|  |  |  |  |
| Parents | Persona C  (*a mother of 2 boys*) | I like black so it would be nice to see black featured in the site | Something neat a nice to follow, with no clutter |
| Persona D |  |  |
|  |  |  |  |
| Educational Users | Personal E |  |  |
| Persona F |  |  |

***Table 1.1***

\**Please note – we used personas to identify users and the table above will be sued for reference purposes to show which persona is which when going through this stage.*

# Information session gathering results

After the session, we took the user ideas into account to come to the following conclusions:

* The design has to be neat a minimalistic as suggested by Personal C, B, E and F
* -
* -

Team Prometheus then met up and made the following designs:

1. Logo

A picture containing knife

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1. Landing page

A screenshot of a social media post

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1. Signup page

A close up of a wooden fence

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1. Login Page

A wooden door

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