**Test Report**

Overall, the user test went well, most of the users were satisfied with their experience and would use it. However, there were certain flaws, mainly in top level UI design and features that could have been better implemented. We tested the app in terms of features that can be used within it, so this report follows the chronological order of the tasks that users were asked to do. Although the app is not designed in any way to only follow this order, it seems like the most logical one even if the user only uses one or two features.

**Tasks:**

*Opening Calvin Dining Hall App*: this feature was by far the easiest to use as it only requires the user to locate the icon on the home page of the phone and open the app. For all the users this was not a challenge as everyone had experience with some form of mobile UI. Further since the app has a distinguishable logo and label underneath, this task should not be a problem to any level of user.

*Daily Menu*: this feature was widely liked and disliked by some. Most users agreed that having all the information required on one page right after opening the app is a good feature. Some said that there was a bit too much information popping out. The users like the style overall but the colors need to be improved a little. The menu was very easy to navigate by all the users. Since all users were Calvin students they knew the dining hall names so finding what they wanted was very easy and results indicated high efficiency in the data provided by this feature.

*Block meal count*: this feature was probably most improved due to the user tests. Users generally liked this part of the app however they had a lot to say. The color blue on the page was very had to look at according to the users and the button placement was not too great. The keyboard popup as well as the toast were confusing as to where to put the number of meals. It was appreciated more by commuter students than ones that had full meal plans which is understandable.

*Open Hours*: this feature is not difficult at all and was liked by some and found useless by some. Most users claimed to know their schedule well enough to know when to go to the dining halls. However, this feature is mainly targeted towards commuters and visitors and was appreciated by users that fall in the later group.

*Meal Prices*: this feature, like the open hours was not useful to the students that eat at the dining hall regularly and have meal plans. Users liked the information however, and explained the usefulness, as if they were to bring guests they how much it costs to get a meal.

*Dining areas(Map):* this feature was the coolest one from the users’ responses. The map was easily navigated as most people had used other map apps before. The labels were confusing to one user who could not figure out how to use them. Eventually the user figured out how to get the directions, but the feature does need to be more self-explanatory.

*Surveys*: this feature had quite a neutral response from the users. All users agreed that it was a useful feature to have in the app however they said that seeing it in full action would be better. Also since the server side for this feature was not implemented during the user test it was hard to demo or test.

*Contact page:* the contact page was self explanatory and one user wanted more things on it, the developers and something to add a bit more zing to the page.

In conclusion, the user tests were a success in learning what can be improved and other features such as allergen information, order sack lunch and exam week schedule could be added. The app was straightforward to all users but the colors were bad in some instances. Most users said they would use the app. Thanks users!