**Testing Plan for IP1**

**Testing Objectives**

* Check how easy and quick it is to use gestures to control the canvas (zoom, move, change position) without confusion or mistakes.
* Test how simple it is to use the wrist menu to quickly find and switch between tools.
* See if moving, joining, and hiding layers makes it easier for users to stay organized and work more smoothly.

**Testing Methodology**

* **Talk as You Work**Participants talk about what they are thinking and any problems they face while
* **Task-Based Testing**  
  Assign 2–3 tasks, such as:
  1. Zoom in on the canvas and reposition it for comfortable drawing.
  2. Add a new layer and rearrange the layer order.
  3. Use the wrist menu to switch to a different brush tool.
* **A/B Comparison** *(optional)*  
  If time permits, compare the “split menus by hand” approach with a “single integrated menu” to measure efficiency and satisfaction differences.

**Prototype Requirements**

* **Core instructions**: Zoom, move, and reposition the canvas via gestures.
* **Menu system**: Left wrist menu for global functions, right wrist menu for creative tools, activated by raising the wrist or performing a specific gesture.
* **Layer panel**: Floating cards that can be rearranged, merged, or hidden.
* **Visual feedback**: Clear indicators for menu activation and successful gesture recognition.

**Data Collection & Success Criteria**

1. **Data collection:**

* Quantitative: Task completion time, success rate, gesture recognition accuracy.
* Qualitative: Comments during the task, post-test interviews, and 1–5 satisfaction ratings.

1. **Success criteria:**
2. At least 80% of participants finish all tasks successfully on their first try.
3. Average satisfaction score is 4 out of 5 or higher.
4. Most participants give positive feedback about the menu layout and gesture controls, and can clearly explain what they liked and what could be improved.