```
Skip to content
```

- Why GitHub?
    - Features →
        - Code review
        - Project management
        - **Integration**
        - Actions
        - Team management
        - Social coding
        - Documentation
        - Code hosting
        - Customer stories →
        - Security →
    - Enterprise
    - Explore
        - Explore GitHub →
                    Learn & contribute
        - Topics
        - Collections
        - Trending
        - Learning Lab
        - Open source guides
                Connect with others
        - Events
        - Community forum
        - GitHub Education
    - Marketplace
    - Pricing
        Plans →
        - Compare plans
        - Contact Sales
        - Nonprofit →
        - Education →

    -
        In this repository All GitHub ↵
        Jump to ↵
    - No suggested jump to results
    -
        In this repository All GitHub ↵
        Jump to ↵
    -
        In this repository All GitHub ↵
        Jump to ↵

```
Sign in Sign up
```

- Watch 0
    - Star 0
    - Fork 0

danmtt/**rockanrolla**

Code Issues 0 Pull requests 0 Projects 0 Insights

Permalink

Dismiss

Join GitHub today

GitHub is home to over 36 million developers working together to host and review code, manage projects, and build software together.

Sign up

Tree: c3736d135d

Find file Copy path

rockanrolla/TESTING.md

Find file Copy path

Fetching contributors…

 Cannot retrieve contributors at this time

166 lines (91 **sloc**) 14.9 KB

Raw Blame **History**

Rockanrolla Band Website — Testing

After following all the sessions at Code Institute about **UX** and reading a lot of information in different platforms about **UX** Design and testing, I found some links and e-books rich on **UX** contents that helped me to decide the way to design and run tests on this project. Despite I am a newbie and design is a new whole world to me, I got engaged to one of these platforms and, since then, every time I have some spare minutes I try to enrich my **acknowledgment** reading their books and articles. I relate some of the links I used for this below:

Studio by **Unpin**, Free **UX** Design Resources

Guide to Usability testing

22 Essential Tools for Testing Your Website's Usability

I have **divided this document into** two sections with different testing methods inside

   • Manual testing methods: These are the testing methods I have used. First locally (simulating me as a visitor) on all the site pages and then requesting help from some colleagues to navigate externally through the site. Their help has been so valuable as explained on the briefings:

     ◦ Local testing.

     ◦ External testing.

   • Online testing methods: These are the test methods I have used with different available tools online:

     ◦ Code Validation.

     ◦ Readability.

 Back to top of the document

Manual testing methods:

Local testing:

To run this tests I have used three different browsers(Chrome v73, Mozilla v66, Opera v58) under Windows 7 in a laptop. The features were tested first using developers tools to check the behaviour under Responsive Design and going through all Media Queries breakpoints defined. Then, I have run the site under a normal browser as a in full size and also resizing its window. This testing section talks about the elements along the site and the way they **habe** been checked.

 • Header:

    Checked responsiveness rotating the screen to change the size of it and

its elements responded properly. From small devices to bigger screens the element displayed totally **different** and the changes were displayed properly, changing their positions and sizes as expected. Title, as explained below, have been the most challenging issue as explained below.

- ○ Title:
  - ▪ Font size of the title has been one of the main issue when adjusting the responsive design to different screen. When checking with developers tools everything seemed to be working alright and the font was adjusting properly. But when working with browsers full size, when resizing them the font size was displayed in the same size **always**. Finding the issue and resolving this typography problem has been a challenge. It has made me think about the importance of this part of the design.
    - ○ Band Logo:
      - ▪ Clicked over it on all pages and linked correctly to Home page (index.html) every time. When checking Media Queries on small devices this worked in the same way as expected.
      - ○ Navigation menu:
        - ▪ Checked the **'burguer** menu' on small devices in every page and bars color changed as expected when button was clicked. Then checked that menu toggled from hidden position on the left to the right, making visible the navigation items and links as expected. About the transitions, when checking on small devices, they couldn't apply because hover doesn't make any changes. Only when clicking on them the change expected could be noticed. About the links, I clicked on everyone of them and no one was broken, allowing me to navigate between pages as expected.
    - ▪ Checked the navigation menu on bigger devices, hovering over all navigation items to check that the background color and the text color changed. Also checked the transition time applied correctly. This worked fine and as expected. Also I checked again that all links were working properly as expected.
    - ▪ Checked responsiveness rotating the screen to change the size of it. All the navigation items elements moved from being displayed in column in small devices, to being displayed in line in bigger screens as expected. No overflow was noticed.
- • Section:
    Checked responsiveness rotating the screen to change the size of it and the two columns with their contents moved from being displayed in column in small devices, to being displayed side by side in bigger screens as expected. Their contents occupied the space available as expected. One thing to note about the column on the right is that there is still space available to display more information about the band in some of the pages. This should be a chance of future improvement for the site.
  - ○ Titles:
    - ▪ Checked the sizes of the column titles. **These** were working wrongly and **interfering** with the Responsive design until I **learnt** how to adjust **progressively** the font-size for different screen sizes. Looking into different types of measure values to select the best one to apply to **typography** has been enrichment. This issue was solved applying progressively different font-sizes to different screen sizes.
      - ○ **Carousels**:
        - ▪ Checked the behaviour of the **carousels** in different screen sizes and no error or overflow was detected. Images and transitions were applied correctly. Contents adjusted **thier** size with responsiveness when rotating the screen.

▪ Checked their functionality on every page displayed and the cards **slided** as expected displaying the contains without any overflow. Also the **carousels** size were responsive when the screen size changed. To check this rotation win **dev** tools were used constantly to review the behaviour and looked that every **carousel** was responding properly.

     ○ Articles:

▪ Checked the text colors to allow the content to be read and not mixed with the background colors and everything looked fine. Links inside them **were** showing the desired effect of changing color to yellow when hovering to highlight them. Text also stretched/expanded when reduced/increased the screen size.

▪ As happened with the main web title, the adjusting of the size of the titles in these articles, the column titles, has been a challenge. Displayed properly using developing tools but not working when displayed on full size **brosers** after resizing/minimizing them. To adjust this optimized

     ○ Forms:

▪ Checked that validation request for two of the inputs (name and email) when any of these boxes was empty worked correctly. When this was the case and clicking on the 'submit' button, a warning message was displayed.

▪ Responsiveness when changing screen sizes was checked looking at the **widht** of the input boxes when resizing.

▪ On the comments box, a **text area** was used instead of **na** input box to control the total number of characters available for the feedback. Checked the wrapping effect of the text when the line was full, no matter the screen size selected, and it worked fine.

     ○ **Sideslips**:

▪ Responsiveness when changing screen sizes was checked looking at the width of the video boxes links and video frames when resizing and all of them **were** contained properly inside the parent column, adjusting their sizes with it.

▪ Checked the menu of the **video clips** looking into the effects expected when hovering on them, and the transitions about **ths** change on the scale worked correctly. Initially a change in the color of the background and the font when hovering was a thought but it did not **look** fine with that type of font. An effect like the one in the navigation menu was looked for but it didn't work in terms of design so it was deprecated.

▪ Checked that the links targeted the right frame when clicked. Also that the video **auto played** on this action and that, if other video is selected, no sounds and images are mixed. This looked to be working properly.

   • Footer:

     Checked responsiveness rotating the screen to change the size of it and the three elements changed as expected. In small **devices** developer's link is hidden and displayed a title encouraging the visitor to contact the band via social media. The width and height of the footer is adjusted properly and **ocuppying** the space available.

  ○ Fan Mail box:

▪ Responsiveness when changing screen sizes was checked looking at the font sizes and the positioning of the titles. These titles adjusted fine when other elements were hidden or displayed. No other effect than the simple displaying of the fan mail box was included.

     ○ Developer's link:

▪ Responsiveness when changing screen sizes was checked looking at the way it was hidden or displayed. It occupied the right place with bigger

screens and disappeared with small screens. Also checked that link wasn't broken.

> ▪ Rotating 360 degrees effect when hovering over it, looking at the transition time mainly to not made the visitor dizzy, seemed to work fine.

> ◦ Social media links:

> ▪ Responsiveness when changing screen sizes was checked looking at the way a message was displayed with small screens and adjusting the size and positions between them.

> ▪ As no effects were included when hovering over them, I checked that links weren't **broken, and** they worked correctly.

 Back to Manual testing methods
 Back to top of the document

External testing:

To run this tests I sent the GitHub Pages link to different friends and colleagues during the site **development** process and, after a while, I received feedback from them about some improvements that could be made. Below are related some of them and the actions taken to improve the site.

 • Visitor 'A' Feedback:

> "When navigating on my Samsung mobile I click the **burguer** menu button and the menu appears properly. When I select a page to go, I can't see if the changes applies because my thumb finger is over the screen and the section **contents are** right below it..."

 I took this feedback seriously and applied some changes on the section's elements margins and **paddings** to reduce the space with the header.

 After this change, the visitor was contacted to check the changes and now he could notice that he was on another page when navigating between that menu items.

 • Visitor 'B' Feedback:

> "When I am in the **video clips** page, I can click on every video name and **the** video starts displaying in the box below. If I click in other video it plays in its box below, but **previous** one is still playing and sounds are mixed between them..."

 Initially every **video clip** was **targetting** different **iframes**. After this feedback, HTML was changed to create a **video clip** list with only one **iframe** to target by all of them. This solved the issue so **every time** a **video link** was selected, the **iframe** was refreshed, avoiding sound and image mixing.

 After this change, the visitor was contacted to check if the changes applied satisfied her **expectations, and** she responded positively about it.

 • Visitor 'C' Feedback:

> "The **carousels** don't work! I have no arrows on the sides and when I click on the numbers to select one of them, it is not accurate. It doesn't take me to the one I selected."

 This made a big impact in the project. I decided since the beginning of it and as a challenge to avoid the use of Bootstrap libraries and jQuery, but then the **functionality** of them **carousels** wasn't good enough. Commenting the **possibilities** of a big change in the way I was coding with the online community and other developers, following suggestions about how to do it, made me take the decision to include and edit Bootstrap and jQuery in the project. This change made the **carousels** display it contents properly and improve the **UX** when using them.

 After this change, the visitor was contacted to check if the changes applied to the **carousels** were noticed and if the contents selected were displayed **properly, and** he answered that "it was like night and day". Open mind feedback and another pair of eyes is always worth in every aspect of life. I was reluctant about a

big change in the project but this made change my mind and, after solving this issue, motivation about coding was again increased.

 Back to Manual testing methods

 Back to top of the document

Online testing methods:

To run this tests I have used three different applications online. Limited by the budget of the project (0), only free tools have been used but the research of many different ones have opened a wide view about how a project could be tested in many ways.

Code Validation:

Testing HTML / CSS code in the project regularly has been of great help. The tools used are related below as also the.**pdf** files directory with the results of those tests, including warnings of different types and pass reports.

  • The W3C Markup Validation Service
    • The W3C CSS Validation Service
    • Code Validation Test Results

Readability / **Grammatical** Review:

As Spanish is my mother tongue, I have always in mind the way I write in English. Perhaps sometimes I go around a lot to explain something simple so, for that reason, I decided to run this tests on the site pages and also on README.md and TESTING.md to check that everything was written correctly and that all texts could be understood properly.

 • Readability Test Tool
    • Readability Test Results
    • **Grammatical** Test Tool
    • **Grammatical** Test Results

 Back to Online testing methods

 Back to top of the document

 Go to README.md

 Go

    • © 2019 GitHub, Inc.
    • Terms
    • Privacy
    • Security
    • Status
    • Help
    • Contact GitHub
    • Pricing
    • API
    • Training
    • Blog
    • About

You can't perform that action at this time.

You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Reload to refresh your session.