Assignment 3 report

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Usability issues and how they should be improved

In this section, we will **explain some issues that have been reported** by both the development team and users. We will **discuss how those issues are affecting the application's usability** and **provide solutions as to how these issues should be improved** in order to improve our app.

We asked our friends and families to use our budgeting application ("Budgetable") for at least a week. Most of them used the app for less than 3 days, only a few used it for longer than that. Most of the feedback that we received was negative, but this helped us learn what would make the application better. The findings are shown below.

Our app was not completed during Assignment 2, which means that the main functionality of our app needs to be finished before we can start fixing any usability issues. Starting with the unfinished parts of the app: The charts have been implemented but are not complete, and the goals have not been implemented yet. Once these are fixed, we can then focus on the main usability issues of the app.

1. The pie chart is unfinished, not functioning as expected, and hard to read. The chart needs to be fixed to not overlap and to display the chart values clearly.

   To fix this issue, we need to fix the input for the pie chart so that the data layout is the same as what the pie chart expects to receive. The fake data should be moved to a separate testing class in order for the pie chart to make sense. Once this is completed, the pie chart will look as it should and it will display the information in a way that the user can easily see what the chart is conveying.

2. The goals function has not been implemented. Users could access the goals page but could not create a goal.

   To fix this issue, we need to implement the creation and viewing of each goal that the user creates. The user will do this by writing in the input fields, the name of what they are saving for, how much they will need to save to reach the goal and how much they have already put towards it.

Once these two issues have been completed, we need to focus on fixing the main usability issues. These issues include: Lack of descriptions, no currency labels, charts can't be zoomed out, and landscape mode wastes space.

1. There is no description of the purpose of each chart.

   To fix this issue, we need to add descriptions or even a help page to the charts. This is so that the user can easily read and navigate through the charts and find what they are looking for. Without descriptions it can be a jumble of numbers. Adding descriptions helps with adding context and simplifying content for the user.

2. The transaction history UI is too plain and lack of descriptions

   To fix this issue, we need to change the design to make the transaction history easier to read and easier to understand. Changing the design may make it simpler for the user to read the transactions, but adding descriptions and/or categories, we can present the transaction to the user so that they know exactly what their expense/income was for.

3. Expense input has no currency label

   To make it easier for the user to read and follow the input and transactions, we need to show what type of value the user has entered. If it is of dollar amount, we need to provide a currency label ($) to show that the user has entered an amount, and is dealing with a dollar value. This is needed especially so that the user can follow where the amounts are moving to on the budget page once they enter the amount.

4. Charts can't be zoomed out on some devices

   This issue is caused by the redundant code. To fix it, we can either disable the zoom in function as it's not improving the app's usability or we can read through the documentation of the third party library and try to find out how to enable the zoom out function.

5. UI in landscape mode wastes a lot of space

   This issue can be fixed by redesigning layouts that follow the Apple Auto Layout Guidelines. Or, we could limit it to only portrait mode.

Improvements Schedule

Our schedule for the improvements that we need to make on our app, starts with fixing up and completing the charts and implementing the goals. Once those are finished, we can focus on the issues which are set out in the schedule relative to how much it affects the app's usability.

Improvement	*Start date*	*To be completed*	*Allocated to*
Implement goals	10/08/17	14/08/17	Nick, Jate
Fix charts	10/08/17	14/08/17	Huiyu
Add symbols to currency input boxes	15/08/17	21/08/17	Jate
Change the Transaction History UI	15/08/17	21/08/17	Nick, Huiyu
Fix the charts from not being able to zoom out on some devices	22/08/17	28/08/17	Huiyu
Add descriptions to charts and transaction history	22/08/17	28/08/17	Nick
Fix the UI in landscape mode	22/08/17	28/08/17	Jate

We plan to finish the improvements by week 8 of Semester 2 so that we have time to test the software, debug it, document the code and have it ready for presentation before the due date for Assignment 4.