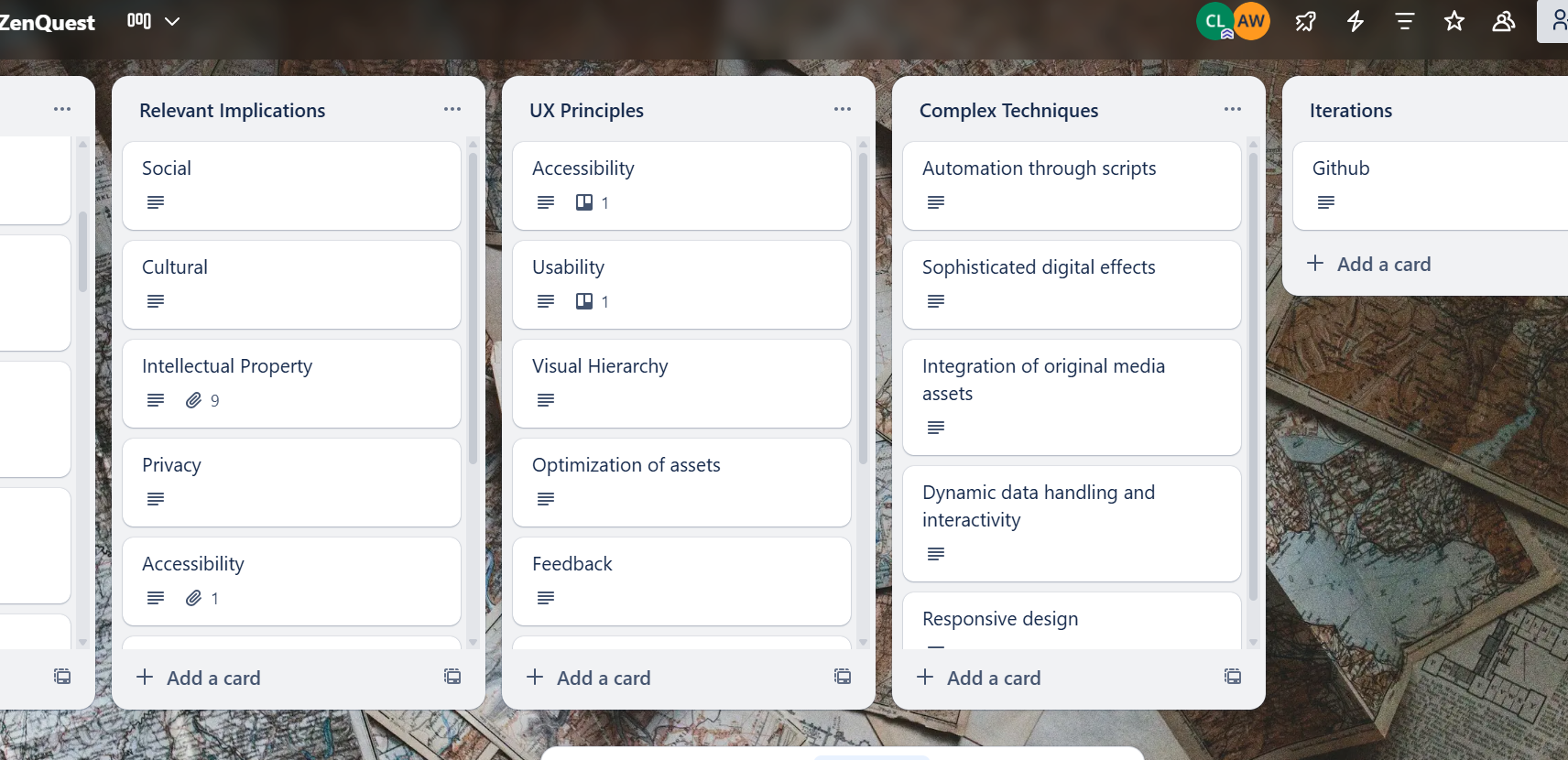
**This document contains the testing log, end-user feedback and a final evaluation**

**Trello:** [**https://trello.com/b/hnU8ma5N/zenquest**](https://trello.com/b/hnU8ma5N/zenquest)

Trello contains relevant implications, UX principles, complex techniques, iterations, etc.

Click on the colored labels to see meaning.

**A screenshot of a cell phone

AI-generated content may be incorrect. **

**Functionality Testing**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Input | Expected Outcome | Actual Outcome (screenshots) | Pass |
| Daily quests - Expected | Any text in the daily quest entry field | Daily quest is added to list, and a toast message pops up (same for all quest types) |  | **✔** |
| Daily quests – Invalid | Empty entry field/ only spaces | Nothing happens. User is unable to add quest |  | **✔** |
| Habits - Expected | Any text in the habit entry field | Habit is added to list  Green label if positive; red label if negative |  | **✔** |
| Habits – Invalid | Empty entry field/only spaces | User is unable to add habit |  | **✔** |
| Main quests - Expected | Any text in the main quest entry field, with or without due date.  (User can only choose a future date from the calendar pop-up) | Main quest is added to list  If due date is selected, it is shown as a small label under the quest |  | **✔** |
| Main quests - Boundary | User manually enters a due date that is the day before current date  User enters current date or the following day | If the due date is a day before current date, error message shows up.  If due date is current date or the next day, accept |  | **✔** |
| Main quests - Invalid | Empty entry field/ only spaces  Any date before the current date is chosen. | Empty: user is unable to add quest  Invalid date: error message shows up |  | **✔** |
| Side quests – Expected | Any text in the side quest entry field  User clicks the dice button | Side quest is added to list  Dice: random side quest is generated (chosen from preset list) |  | **✔** |
| Side quests – Invalid | Empty entry field/ only spaces | User is unable to add quest |  | **✔** |
| Quest Completion - Expected | User clicks the tick/plus buttons | For main and side, quest is removed.  For daily and habits, quest counter increases by 1. Quest is not removed. A completed daily quest is blurred (this resets daily).  XP is added depending on quest type, and Zen Coins are added depending on chance (50% at level 1), with toasts indicating specific numbers). XP progress bar and Zen Coins display are updated.  For negative habits, HP is deducted (no rewards). HP progress bar is updated.  If XP is full, user levels up. Dismissible toast pops up. Restores full HP.  Some items have a critical chance stat. Critical hits give double the original rewards (blue toast). |  | **✔** |
| Quest Removal – Expected | User empties out an existing quest item | The quest is removed from the list, and a toast pops up |  | **✔** |
| Market – Custom Rewards – Expected | User enters a real-life reward with name, description and price  User clicks the X button | Reward is added to list  Reward is removed |  | **✔** |
| Market – Custom Rewards – Boundary | 0 is entered as price  1 is entered as price | 0: error message  1: accepted |  | **✔** |
| Market – Custom Rewards – Invalid | Any field is left empty/ only spaces | Error message pops up |  | **✔** |
| Market – Any Item (Weapons/  Equipment/  Potions) – Expected | User clicks Buy/Upgrade button with enough Zen Coins  (Upgrade button is shown if user already owns the item) | User successfully buys the item, and it is added to inventory. Zen Coins is deducted according to price. Item stats added to user.  User successfully upgrades item, and level of item increases by 1. Zen Coins are deducted according to price. Item stats added to user. |  | **✔** |
| Market – Any Item - Boundary | User has 99 Zen Coins and tries to buy an item that costs 100  User has 101 Zen Coins and tries to buy an item that costs 100 | 99: error message pops up  101: user successfully buys the item, and it is added to inventory. Zen Coins are deducted according to price. |  | **✔** |
| Market – Any Item – Invalid | User clicks Buy/Upgrade button with insufficient Zen Coins | Error message pops up |  | **✔** |
| Inventory - Expected | Weapons/Equipment: User clicks Equip button  Potions: User clicks Use button  User clicks Sell/Downgrade button | Equip: User gains extra bonuses depending on the weapon/equipment. If an item is already equipped, the new item is equipped in place of it.  Use: User gains bonuses from potions  Sell/Downgrade: Item is sold for half its price. If weapon/equipment, item stats are removed. |  | **✔** |
| Nav bar - Expected | User clicks a nav button | User is taken to respective page.  Quests -quest page  Market- market page  Items - inventory page | A screenshot of a video game  AI-generated content may be incorrect.A screenshot of a video game  AI-generated content may be incorrect. | **✔** |
| Mini HUD - Expected | User scrolls past the main HUD  User clicks the hide button at top right corner (hides header and main HUD) | The mini HUD shows up at top of the screen.  For User page, mini HUD is shown by default, as the main HUD is pretty useless there. |  | **✔** |
| Daily quest bonus & penalty - Expected | User completes 5 or more daily quests in one day  User fails to complete 5 or more daily quests | User gains extra XP and coins. Toast pops up to notify user.  User loses HP. Toast pops up to notify user at the start of each day. |  | **✔** |
| XP - Expected | User fills the XP bar | The XP bar resets to 0, and level increases by 1. XP required for next level increases.  Formula: xp required = 100+(level-1)\*(10^1.2)  Each level increases zen coin gain & zen coin chance  Formula: (coin gain)\*(ln(level+1))^1.05  Zen coin chance +1% per level (capped at +50%).  Show level up toast.  HP restored to max. (If max already, +0 HP)  If additional XP from previous level, carry over to next level. |  | **✔** |
| HP - Expected | HP reaches 0 (death)  HP is already max | Upon death, level -1 and coins -10%. (if level = 1 already, only decrease coins)  Show death toast.  Then reset to max Hp.  Any HP recovery will be HP+0. HP cannot go over max HP. |  | **✔** |
| Items - Expected | Potions:  User uses HP potion when not at full HP.  User uses XP potion.  User uses a Xp/Coin boost potion  Other Item testing done above (Market & Inventory) | Otherwise, HP gets recovered according to type of HP potion.  User gains XP. XP gain scales with stats.  User gains boosts for a limited duration of time. |  | **✔** |
| Items - Invalid | User tries to use HP potion when already at full HP.  User tries to upgrade items past their user level | Full HP: Error toast shown. Potion does not get consumed.  User is unable to upgrade the item. The button cannot be clicked. |  |  |
| HTML/CSS Validation | HTML: <https://validator.w3.org/>  CSS: <https://jigsaw.w3.org/css-validator/> |  |  | **✔** |

All testing is done using VS Code preview.

After each iteration, I also tested the website on both my phone and laptop (with GitHub deployment) to ensure everything actually works. I consulted my family and random people online for feedback on each iteration.

**User feedback**

|  |  |  |
| --- | --- | --- |
| Feedback | Improvements | Evidence |
| Create custom icons/sprites to enhance aesthetics | I used PixelLab to generate pixelated icons for my website to replace the emojis. These icons suit the style of my website much more than emojis. |  |
| The pomodoro timer is a bit boring | I added a blue flame animation while the timer is going |  |
| I want to be able to see how many daily quests or habits I have completed | I added quest counters for each daily and habit which allow them to keep track of their productivity  I also added total quests completed for each category in the User page |  |
| Add a way to delete quests/habits without just completing them | I made it so that quests can be removed by removing all content in the textbox (leaving it empty), rather than making an extra delete button (takes up space). |  |
| Add an option to hide the header/HUD. It becomes unnecessary and takes up space when the user is more familiar with the website | Added a button to hide the header and HUD. A mini HUD shows up at the top of the screen instead. |  |
| Add more specific feedback toasts, e.g. successfully bought XXX, instead of just Success! | I made different toasts specific to different situations. |  |
| Ability to sort quests | Users can now drag quests around to rearrange them. I also made the quest items larger to make them easier to drag. |  |
| I should not be able to select an earlier date for my main quest. | I made it so that users can only select a future/current date from the calendar, and if they manually type a previous date, an error message is shown. |  |
| For weapons and equipment, instead of quantity, change it to level. Seems more logical. | I replaced weapon/equipment quantities with levels. After the user buys an item for the first time, the Buy button changes to Upgrade. Sell button in inventory changes to Downgrade. |  |
| Option to randomly generate a side quest | Added a button to randomly generate a side quest (from a preset list) |  |
| I can’t see if my boost potion is working or not | I added indicators which allow users to see what type of boost potion is active currently and its remaining duration |  |
| When I try to type on mobile, the screen keeps jumping around since it forces me to zoom in when typing | I made it so that users don’t get forced to zoom in when typing |  |
| The level up rewards are underwhelming, considering that it is pretty hard to level up | Each time the user levels up, they gain one of each boost potion.  I also made it so that user gains a random potion upon finishing a focus session (pomodoro).  Might add more rewards later. |  |

**iterative improvement throughout the design, development and testing process to produce a high-quality outcome.**

**using efficient tools and techniques in the outcome’s production.**

**How I Used Sprint-Based Development**

Throughout developing ZenQuest, I followed an iterative approach using GitHub and Trello to manage my workflow. Instead of trying to build everything at once, I broke the project into smaller sprints that focused on specific features. My Trello board had columns like To Do, WIP, Testing and Complete, and each card had a label indicating the week it has to be done, which helped me track what I was working on each week. After each sprint, I asked my end-users for feedback to find areas of improvement for the next sprint.

For example, I started with basic quest functionality, which is just adding and completing tasks. Then in the next sprint, I added the XP and leveling system. After that came the market system, then the inventory management, the responsive design for desktop, and more advanced features. Each sprint built on the previous one, but I could test and refine each feature before moving on to the next.

For the HUD, I initially created a simple mobile layout with health, XP, and coins stacked vertically. When I moved to desktop, I completely redesigned it using CSS Grid with three columns - level badge on the left, progress bars in the middle, and coins on the right. Later, I went back and added visual enhancements like shadows, gradients, and subtle animations. Each iteration improved the previous version rather than trying to build the perfect interface from the start.

**Using GitHub for Version Control**

GitHub was essential for tracking my changes and experimenting safely. I organized my code into separate files (app.js for main functionality, [market.js](vscode-file://vscode-app/c:/Users/Cyrus/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-browser/workbench/workbench.html) for the shop, [inventory.js](vscode-file://vscode-app/c:/Users/Cyrus/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-browser/workbench/workbench.html) for items, etc.) which made it easier to keep track and work on different features without breaking existing code. When I was working on complex features like the HUD, market and inventory system and user stat calculation, I could try different approaches knowing I could always revert to a working version if something went wrong.

I made frequent commits with descriptive messages, which helped me track exactly what I changed and when. There were several times when I accidentally broke something (when the progress bars stopped showing, when the market and inventory suddenly became empty), and being able to look back at recent commits helped me identify and fix the problem quickly.

The modular file structure also meant I could work on the market system without worrying about breaking the quest functionality, since they were in separate JavaScript files. This separation made debugging much easier when issues arose. E.g. when the inventory system had issues, I knew to look in inventory.js. When the HUD wasn't displaying correctly, the problem was likely in [utilities.js](vscode-file://vscode-app/c:/Users/Cyrus/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-browser/workbench/workbench.html) where the updateHUD function is.

**VS Code and Development Tools**

I relied heavily on VS Code's features to write cleaner, more consistent code. The auto-completion helped me avoid typos in long CSS class names and JS function names. The integrated terminal let me test changes quickly, and the built-in Git integration made it easy to commit changes without switching between different apps.

The browser developer tools were crucial for debugging responsive design issues. When the HUD elements weren't aligning properly on different screen sizes, I could inspect the CSS grid properties in real-time and adjust the values until they looked right. The device emulation feature helped me test the mobile experience without having to constantly resize my browser window.

VS Code's live preview extension was a game-changer for rapid iteration. I could see changes immediately as I coded, which was especially helpful when fine-tuning animations and responsive layouts. This instant feedback loop let me experiment more freely with different design approaches.

I configured GitHub Pages to automatically deploy your website directly from my main branch. Every time I pushed commits to my repository, GitHub Pages automatically built and deployed the updated version to my live website. Since ZenQuest is a client-side website using HTML, CSS, and JavaScript (no server-side processing needed), it was perfect for GitHub Pages deployment. This automated deployment system allowed me to focus on development rather than deployment logistics.

**Choosing and Integrating External Libraries**

Rather than building everything from scratch, I strategically chose external libraries that would save development time while adding professional polish. GSAP handles the complex animations you see when the stat categories fade in on the user page - creating those smooth, staggered animations with only CSS and vanilla JS would have been much more complicated and less performant.

For the notification system, I used Notyf instead of building custom toast messages. This saved me hours of development time and gave me a reliable, well-tested foundation that I could customize with my pixel art styling. I was able to create different notification types for XP gains, critical hits, level ups, and errors, etc. all using the same underlying system.

Particles.js creates the animated background effects that make the interface feel more dynamic and game-like. Implementing particle systems from scratch would have been a massive undertaking, but integrating the library only took a few lines of code while adding significant visual appeal.

**Responsive Design Through Testing and Iteration**

Creating a responsive design that worked well on both mobile and desktop required multiple rounds of testing and refinement. I started with a mobile-first approach, making sure the core functionality worked perfectly on small screens. The bottom navigation bar on mobile is positioned for easy thumb access, while the top navigation on desktop is more appropriate for mouse interaction.

The HUD transformation from mobile to desktop was particularly challenging. On mobile, everything stacks vertically which works well with touch scrolling. On desktop, I wanted to take advantage of the wider screen with a horizontal grid layout. This required creating two different layout systems that share the same underlying data but present it differently based on screen size.

I tested extensively on different devices and screen sizes, using both browser developer tools and actual devices after each iteration. Each test revealed small issues, e.g. the HUD components’ display being misaligned, or quests not behaving correctly, which required going back and adjusting the CSS and JS.

**Performance Optimization Strategies**

I focused on several performance optimization techniques throughout development. The pixel art aesthetic wasn't just a design choice, it also naturally results in smaller image file sizes compared to photorealistic graphics. I compressed all images and used appropriate formats to minimize loading times.

For JavaScript optimization, I split functionality across multiple files so each page only loads what it needs. The market page loads market.js, the inventory page loads inventory.js, but the main quest page doesn't need to load those heavier scripts. This keeps the initial page load fast and responsive.

Using localStorage for data persistence means the app works offline and loads quickly since it doesn't need to wait for server requests. I implemented error handling for corrupted localStorage data so the app gracefully falls back to default values if something goes wrong.

**Debugging and Quality Assurance**

Debugging was an ongoing process throughout development. Complex features like the equipment system (with its owned vs equipped stats and level caps) required extensive testing to make sure all the edge cases were handled properly. See testing table.

The pomodoro system integration with rewards was particularly tricky to debug. I had to make sure XP calculations were correct, that critical hits applied properly, that the random potion rewards worked, and that everything was saved to localStorage correctly. Each component worked fine individually, but making them work together required careful testing and refinement.

The daily quest penalty system needed thorough testing too. The app checks if you completed fewer than 5 daily quests and applies HP penalties accordingly. I had to test edge cases like what happens if someone completes exactly 5 quests, or if they complete quests after midnight but before the daily reset.

Cross-browser testing revealed some inconsistencies in how different browsers handled CSS grid layouts and animations. I had to add vendor prefixes and fallbacks to ensure the experience was consistent whether someone used Chrome, Firefox, Edge or Safari.

The error prevention system grew as I discovered potential problems. Form validation, confirmation dialogs for destructive actions, and graceful handling of missing data all came from identifying real issues during testing and implementing solutions. This iterative approach to quality assurance resulted in a much more robust and user-friendly application than if I had tried to anticipate every possible issue upfront.