1. Filled out UX Target Table. Testing goals met?

| **User Role** | **UX Goal** | **UX Measure** | **Measuring Instrument** | **UX Metric** | **Baseline Level** | **Target Level** | **Observed Results** | **Meet Target?** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bill Payer | Pay an Existing Invoice | Learnability | Pay an Invoice | Number of Attempts | 2 | <3 | 1 | Yes |
| Bill Splitter | Add a Member to a Group | User Performance | Add a Group Member | Time spent on task | 30s | <15s | 32.25s | No |
| Bill Splitter | Create a Trip | Memorability | Create a (Second) Trip | Number of Users Encountering Unnecessary Screens | 75% | <50% | 0% | Yes |
| Any User | Use the App | Understandability | Use the App | Average Number of Non-Buttons Pressed | 1 | <1 | 0 | Yes |

1. Outliers discussion if any.

None

1. Quantitative and qualitative data correlation.

It appears that users that split bills more quickly using existing methods found adding members to a group easier.

1. Problems identified with severity ratings in a consolidated problem list, and Usability solutions to address at least critical and major problems.

* Couldn’t Find Add Member to Group Button
  + Severity: Major
  + Solution: Add “Add User” Button to Bottom of Page
* Cluttered Starting Page
  + Severity: Cosmetic
* Create groups that don't need to immediately split receipts
  + Severity: Cosmetic
* Unclear Labels of Invoice Payment Recipient
  + Severity: Cosmetic
* Payment Method Requirement for Invoices Not Enforced
  + Severity: Minor
* Alternative Flow for Adding Online Payment Methods Needed
  + Severity: Minor