Paper prototype user testing

## Login screen

Log in screen, don’t have the log in buttons as well as the login details. Have just three buttons, when log in is tapped.

## Google homepage

* After login, have a screen showing options (Identify of find plants). Really wanting this change. (*Paper plan amended to include bottom menu bar, avoiding this change).*
* Prefer the menu bar, it’s far clearer. Have a back button on the left and the menu bar on the right (like the BBC Sports app).

*“The BBC news app uses the menu on the left, and have an X in the top right corner”*

* “Bar at the bottom, burger menu at the top” (Burger bar should have CONTACT US)

(*Gives an idea of exactly what you can do without having to swipe through the app*)

## Identify Screen

“What happens if accidently click on a plant but it’s incorrect? Oh, swipe back” *(Amended to also include X in the top right) (Schneiderman’s rules, multiple ways to doing the same thing)*

-identified page, Would like to see the percentage again, also a comparison between the online photo and user photo *(Paper sketch amended to include this change)*

## Account Screen

“Want to be able to see my email before I actually change it”*(has been changed in sketch)*, Move the position of password and email. *(Has been changed in sketch)* Have password validation *(certain length capitals and such)*

## Identified photos screen

“Concerned that the images won’t be big enough, perhaps take it down to two or even one and a half plants per whole screen. Having the larger image would be great”

**Who is my user? Who is my target market?**