FunTravel Milestone 4

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Reflections

Summary from presentation of Iteration-3:

1. Elements on the app should be more playful and more attractive for children;

2. We should increase interaction between parents and children, like we can add links to the official website of the zoo where the kids want to go so that the kids can show it to their parents and parents can make the reservation easily;

3. The texts on the story is too long for the children under 9 years old, we can replace it with interactive images or games(like puzzles);

4.The friends function is not the core function of our app, then we shoulkd think about focuing our core functions;

Quantitative Evaluation

The derived hypotheses should cater for the requirements and functionalities of the Web App mentioned in iteration-2, and test cases should also meet the requirements mentioned from the hypotheses

Hypotheses :

1. The menu and lists on this app is easy to be recognized by the users;

2. The users can make their own wish-list without the help of their parents;

3. The users are able to achieve their goals before they lost the interests of our App;

4. The HIFI Web App can achieve at least a score of 75 in the SUS-Evaluation report;

Quantitative Evaluation

Test Cases:

1.On-boarding: Go through the onboarding screens and then fill iin your name, age and interests in the 'Create your profile' screen;

2.Set up your destination: In the next screen to set up your destination(Lisbon) and then start to make your own wishlist;

3.Personalize your wishlist: After setting up your destination, go through the options(restaurant, museum,zoo and ice cream) provided in the menu and then tap on 'restaurant' to see the further information, after reading the fun facts of the pastel adding the 'pastel' to your wishlist;

4.Editing with your wishlist: Go back to your own wishlist, open the wishlist in Lisbon and then open the recommendations for the 'pastel', pick one restaurant and then create the link for the reservation which can be shared with your parents.

Quantitative Evaluation

Metrics:

1.Counting time from on-boarding to share the link with other people;

2.Number of the errors happend during the whole procedure;

3.Number of the users that can complete the task without the help of the developer;

4.System Usability Scale(SUS)

Quantitative Evaluation

Setup: Since the COVID-19 situation the whole test will be held online via Zoom, the tester should open the Google brower so as to start the test cases

Procedure:

1.Subjects are welcomed and will be briefly informed of the basic rules for the test;

2.Asking them for permisson of video recording during the test;

3.Subjects open the link we send to them and then conduct the whole test by themselves;

4.After finishing the test, the subjects will be invited to fill out the SUS questionaire.

5.After the experiment, the developer will evaluate the errors, completion rate and other measurement properties of our App from the video-recording.

HIFI Web APP

Thank you for your attention!