

## Quantitative Evaluation report

In comparison with qualitative evaluation, this iteration concentrates more on the overall quality of our Web App. 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, thus the hypotheses, test cases and metrics are shown as following appendix:

### 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;

### Test Cases:

1. **On-boarding:** Go through the onboarding screens and then fill in 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.

### Metrics:

1. Counting time from on-boarding to share the link with other people;
2. Number of the errors happened 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)