CS 4337: Human Computer Interaction

**Help-MeIT**

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Contribution Breakdown

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| --- | --- |
| **Member** | **Contributions** |
| Regina Andes | Co-Developer, Debugger |
| Paul Davis | Co-Developer, Documentation, Design, Debugger |
| Jacquelyn Johnson | Co-Developer, Debugger |
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Project Description

**Motivation**

The motivation for this project came from the British sitcom *The IT Crowd*. We, as a group wanted to create an app that represented the sarcastic comments given on the show through an actual IT help app. The comments and prompts given as “IT help” are curated by our group of 4. Potential users can be anyone that is looking for a fun app to go through and discover the unique sarcastic prompts and responses the team has curated. The benefit we hope to bring is fun app full of sarcastic and jovial comments to give the user a good laugh.

**Project-Plan Scenario**

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| --- | --- |
| Timeline | Tasks |
| Week 1 (7/6-7/12) | Requirements / Design   1. Requirements Analysis 2. Use-case analysis 3. Select a user-interface theme |
| Week 2 (7/13-7/19) | Design / Implementation   1. Finalize support categories, specific support issues, and the technical support responses. 2. Select or create images for buttons. 3. Develop each screen layout |
| Week 3 (7/20-7/26) | Implementation / Integration   1. Fill in each screen layout with information from the design phase. 2. Create transitions between screens. |
| Week 4 (7/27-8/2) | Integration/Testing   1. Determine test cases 2. Perform test cases 3. Debug |
| Week 5 (8/3-8/9) | Evaluation   1. Conduct peer reviews. 2. Create product summary poster |

**Use-Case**

Detailed Use Cases:

* Login: User
  + User selects a category
  + User chooses a response to a prompt
  + User exits application

A close up of a logo

Description automatically generated

**Test-Cases (Full test case list found on SPMP)**

* *PC/Laptop Help*
* Test Case Summary: Check Question #1 response for “Apple”
* Test Procedure: Select “PC/Laptop” > Select “Apple”
* Expected Result
* Response: “You have horrible taste. Dismissed.”
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for “HP”
* Test Procedure: Select “PC/Laptop” > Select “HP”
* Expected Result
* Response: “Is it on?”
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for “Google”
* Test Procedure: Select “PC/Laptop” > Select “Google”
* Expected Result
* Response: “Is it on?”
* Actual Result
* Status: (Success/Fail)
* *Phone Help*
* Test Case Summary: Check Question #1 response for "Google"
* Test Procedure: Select "Phone" > Select "Google"
* Expected Result
* Response 1: "Is it on?"
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for "Samsung"
* Test Procedure: Select "Phone" > Select "Samsung"
* Expected Result
* Response 1: "Is it on?"
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for "Other"
* Test Procedure: Select "Phone" > Select "Other"
* Expected Result
* Response 1: "What are you even doing with that trash?"
* Response 2: "Is it on?"
* Actual Result
* Status: (Success/Fail)
* *Console Help*
* Test Case Summary: Check Question #1 response for "Xbox"
* Test Procedure: Select "Console" > Select "Xbox"
* Expected Result
* Response 1: " PC is better. Consider upgrading yourself."
* Response 2: “Is it on?”
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for "Samsung"
* Test Procedure: Select "Console" > Select "Playstation"
* Expected Result
* Response 1: “Your gaming choices are questionable.”
* Response 2: "Is it on?"
* Actual Result
* Status: (Success/Fail)
* Test Case Summary: Check Question #1 response for "Xbox"
* Test Procedure: Select "Console" > Select "PC"
* Expected Result
* Response 1: " Solid choice."
* Response 2: “Is it on?”
* Actual Result
* Status: (Success/Fail)

**Prototypes**

A screenshot of a cell phone

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**User Interface**

Evaluation Plan

Conclusion

References