Project Information

Title: Easy User Testing
PM: Kenneth Stephens
Instructor: Daniel Hatch
Project Manager Email:

Project Description

Need/Product:

There is currently no good way to conduct user testing online without the need of a proctor to see the interactions people are taking on a website. With the digital age in full swing, people will need ways to test websites remotely while still getting the most possible information from the tester. There are larger usability sites for testing out there and they are very competitive. However, none seemed to be aimed towards developers with smaller projects, no budget, smaller development team, or students. This site should be used at least once during the creation process so that people can test sites. The final product would be a website that users can use to test their sites.

Ownership:

We are going to be our own client on this project because we want to take a project on that utilizes specific technologies. We are very committed to this project because we are the ones who thought it up. We will have the time necessary for the project.

Scope:

The scope of this project is not as large as some may think. What will need to be created is a base website for users to interact with and submit sites to, a database to store user information, and a good way to record user interaction with a website. A website will need to be created, we can use Mongo as a database, and then we will need to create or devise an algorithm in order to capture user interaction. We will need a domain and possibly a server created to store information and serve it back to the client. I don't know any specific projects that are close to this, otherwise our project wouldn't be as useful as we are trying to make it.

Resources:

Because we are our own client, we will need to provide all of our own resources. Rider has some free credit on a hosting site that rents storage space. We will need to rent the server, then buy a domain name, and finally redirect the DNS to our server. Because this project will be very useful to use in looking for jobs (as a resume builder) and therefore, we will split costs among the team. In the case that this becomes a very popular thing, we will look into ads and subscription based services to cover increasing server costs.

Team:

The team members are Kenneth Stevens as project manager, Dustin Robertson as a developer, and Rider Jensen as a developer. All three members of the team are mainly developers. However, each one already works in the development field and has real world experience with the design process, UX/UI design, and development. Kenneth brings in a great amount of project management experience, Dustin brings in frontend experience with React, and Rider brings in backend development experience and database management. Because of the already real world experience all team members have and the already simple UI that will need to be implemented, the experience of all developers should be sufficient for the project.

Consultants/Mentors:

Our hope is to meet as a group with Thor Anderson, a faculty member being hired for Fall 2018. He is just returning from time out in the field working as a developer so his skill set is very up to date with the industry. We will need to speak with him about React and implementing the frontend as well as the database management and organization.

Constraints:

Money will be a constraint in some senses. A domain name will need to be paid for as well as a server. Students can get free money on a hosting site called DigitalOcean. If a permanent server needs to be created, a raspberry pi can be purchased and used to host the database and website. If worst comes to worst, we can easily host our code on Github so that people can still see it and use it. However, it would be better if it were hosted live.