

Usabl.io

Making everyday testing easier

Kenneth Stephens
Colten Whatcott
Dustin Robertson
Rider Jensen

Table of Contents

1.0 - Client	3
2.0 - Statement of Need	4
3.0 - Client Goals	4
4.0 - Proposed Solution	5
5.0 - Deliverables	5
6.0 - Success Metrics	6
7.0 - Audience/Stakeholders	7
8.0 - Requirements	8
9.0 - Development Process	9
9.1 - Phases & Roles	9
9.2 - Development Tools	10
9.3 - Development Team	11
9.4 - Quality Control Process	12
10.0 - Time-frame	13
11.0 - Project Scope	14
12.0 - Cost Estimate	15
Appendix.....	16

1.0 Client

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 and since we have to be responsible to ourselves, we all realize the need for driving ourselves.

2.0 Statement of Need

From our research in the market, there are a number of companies that provide recordings of what people are doing on a site and what they are interacting with. There are also a number of companies that provide an easy way to create questionnaire forms to tell people what to do and ask them questions. However, there is not a good way to combine the two as of right now. This is not to mention that fact that recording people on your site without their knowledge or permission is a legal gray area. Instead, we need to create something that can combine both of these items so as to keep the user informed on the process, collect data from them, and present it to a user in an easily digestible way.

3.0 Client Goals

Our goal is to create a product that is not only useful but also contributes to the community. We want to make a website so that people can better improve their development process through easy user testing and tracking.

4.0 Proposed Solution

To meet the client's goals, the web development team will create a proof of concept web application that will be able to record data of many different kinds. Using a database with a front end application to record and store information, the team will allow users to receive a link anywhere, complete a test, record their thoughts, and submit it back to the original owner. The application then will take that data and show it in an easily understandable way on the tester who set up the trial.

5.0 Deliverables

- Proposal
- Design Document
- Completed Application
- Copy of project documentation
- Source code hosted on GitHub in a private repository
- Server access credentials

6.0 Success Metrics

With this proof-of-concept web application and tracking technology, we hope to see the following benefits:

An increase in:

- Remote testing
- Documentation on what the user interacted with
- Testing smaller sites with only a few pages
- People willing to test because the process is easier

A decrease in:

- Untested sites
- Large fees for testing a site that is small
- Time spent trying to set up a user test

7.0 Audience & Stakeholders

Audience

Architects-----The people who will be needing testers and creating sites

Testers-----People who receive a link from the architects and test the sites

Businesses-----Larger corporations may be interested in the idea

Stakeholders

Us-----We are self-funding the project including all materials

8.0 Requirements

Application Content

- Entering site - architects will need an area to enter in the URL to their current site
- Entering tasks - architects will need an area to enter in tasks that the tester will need to complete
- Link generation - a link will need to be generated that the architect can pass on to the tester so that they reach the right site and objectives
- Dashboard - architects will need an area where they can view results

Functions & Scenarios

Function	Scenario
Entering site	An architect needs a site tested quickly
Entering tasks	An architect does not have time to call every single tester and have them complete tests so they can instead write down the items to be read
Link generation	An architect will need to be able to send the tester somewhere so they can complete the tests
Dashboard	An architect will need an area to review all of the information gathered and analyze it in a digestible and download-able format

9.0 Development Process

9.1 Phases & Roles

Project Initiation

- Meet as a group and discuss the project
- Conduct audience analysis
- Prepare proposal
- Work on developing project goals, success metrics, and scenarios
- Review and sign-off proposal

Pre-Development

- Design strategy, scope, structure, and surface treatment for application
- Create wire-frames and working prototypes
- Create prototype to test the website
- Conduct usability test
- Prepare design document

Development

- Create back-end data structures
- Make sure user data is being sent securely to the back end
- Create data visualization graphs
- Make sure roles are clearly defined inside of the program

Post Development

- Create post-development test plans
- Conduct final usability tests make revisions
- Collect product feedback from sample of potential users
- Conduct quality assurance testing
- Submit final product documentation for DGM Department

9.2 Development Tools

Deliverables

Proposal

Design Document

Completed Application

Copy of project documentation

Source Code

Server Access Credentials

Software

Adobe InDesign and Adobe Acrobat

Adobe InDesign and Adobe Acrobat

Word Document/Physical Paper

Adobe InDesign and Adobe Acrobat

All files will be created through Visual Studio Code
All files will be stored on a private GitHub Repository

Given on an encrypted thumb drive

9.3 Development Team

Name	Role	Contact
Kenneth Stephens	Developer/Project Manager	E: Kenneth.Stephens@uvu.edu
Colten Whatcott	UI/UX	E: whatcottm18@gmail.com
Dustin Robertson	Developer	E: Dustin.Robertson@uvu.edu
Rider Jensen	Developer	E: rider.jensen@uvu.edu

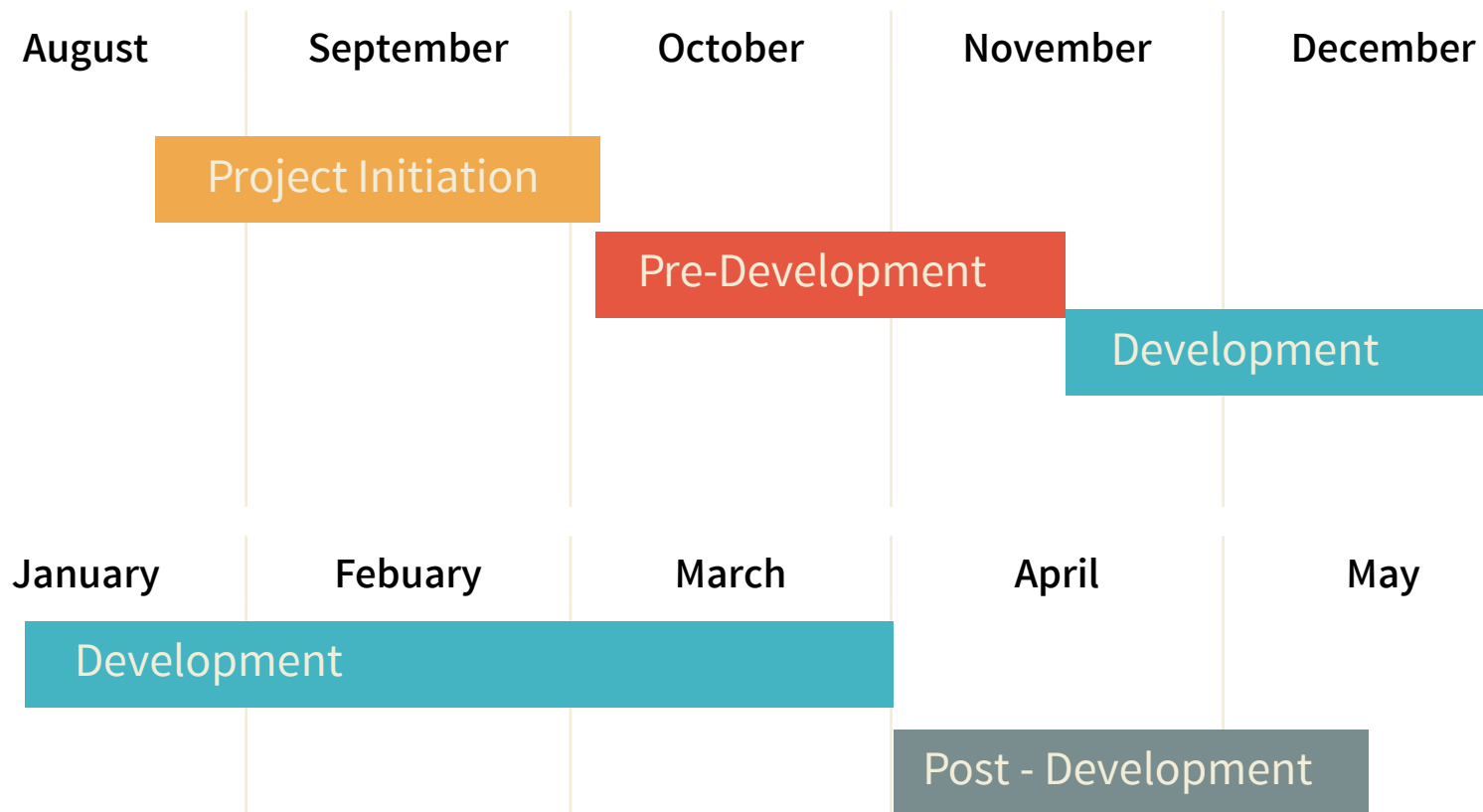
9.4 Quality Control Process

In order to ensure that the proof of concept application meets our expectations, several meetings will be arranged for group reviews.

- Proposal review
- Design Document
- Mock-up review/feedback/revisions
- Final product review

10.0 Time-frame

The general time-frame for completion of each phase of this project is outlined below. A detailed schedule and project plan will follow in the Design Document.



11.0 Project Scope

This section briefly describes the scope of the project and includes factors that will influence the budget estimates. Cost estimates and time-frames are based on these assumptions. If the scope changes significantly, time and cost estimates will also change significantly.

Application	Logging screen, dashboard screen, user settings, index page
Group Reviews and Revisions	Group may request revisions at the previously designated group meetings Significant revisions after the alpha review may require cost and time adjustments
Testing	Conduct usability tests using 4-5 users at least once during the course of development Conduct a customer satisfaction survey with 4-8 representative users at the end of the project

12.0 Cost Estimate

A project of this scope would usually cost between \$30,000 to \$35,000 assuming student rates of \$20 an hour (see appendix).

Appendix

Cost justification:

Assuming student rates of \$20/hour

$9 \text{ (months of work)} \times 15 \text{ (hours per week)} \times 4 \text{ (weeks in a month)} = 540 \text{ hours/person}$

$\$20/\text{hour} \times 540 \text{ (hours per person)} = \$10,800/\text{person}$

$\$10,800 \times 3 \text{ (students)} = \$32,400 \text{ total}$

This number may vary depending on project requirements, delivery date delays, and extraneous issues.