Testing

# Testers:

**1) Paddy Robinson**

**2) Ilya Kiselev**

**3) Aneesa Raza**

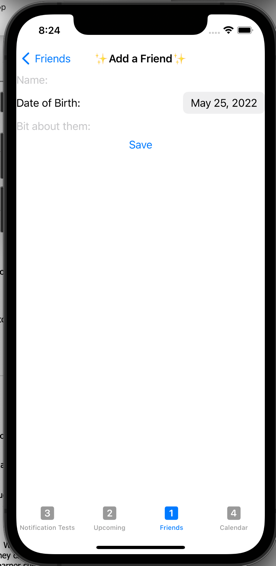
**Test Format**

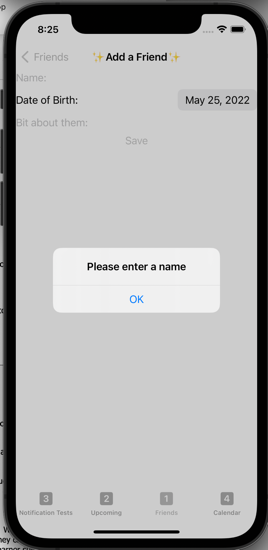
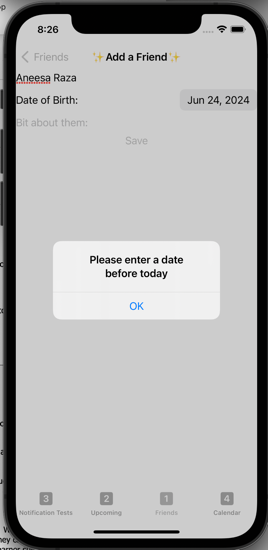
Each of the testers started with the app open on the upcoming birthdays page. They were asked to complete a test, and note down their thoughts on the app from their experience of completing a test case.

# Test 1 - Navigate to the friends view and add a new friend

**Comments**

**1) I’m unsure of the significance behind the numbers in the navigation bar. The add button could be placed at the bottom of the page rather than the top in regards to usability. Other than that, the process was straightforward and I had no issues adding a new friend.**

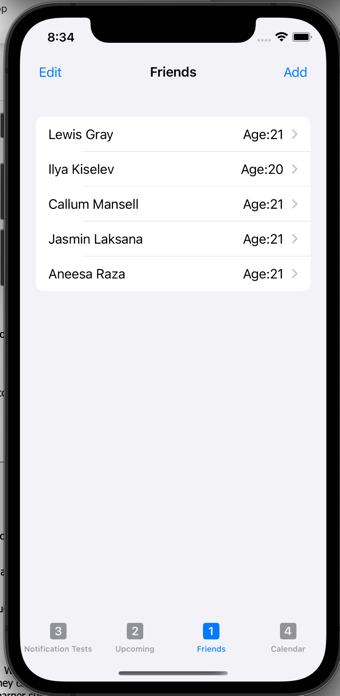
**2) The form is very squished together in the top half of the screen. This leave too much whitespace on the bottom half of the form. This paired with inconsistent text colours and sizes makes the form an eyesore.**

**3) The add a friend form is properly validated (I can’t enter a birthday in the future or leave the name blank). It could be elongated down the page a bit more as well as I think more space is needed for the “bit about them section”. The text fields do not stand out.**

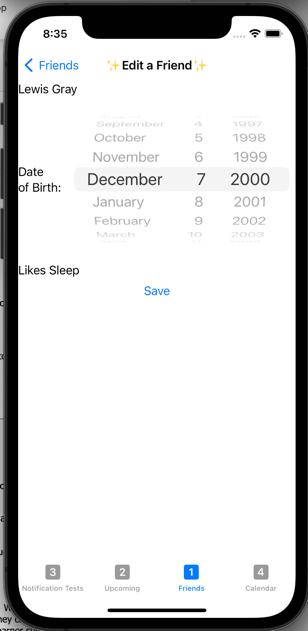
# Test 2 - Edit the created friend by giving them a new name and birthday

**Comments**

1. **The edit button is extremely misleading for new users of the app as it only allows the user to change the order of the list and delete them. After that hurdle I realized you could tap the friend to bring up a similar page that let me change the name of the friend I created.**



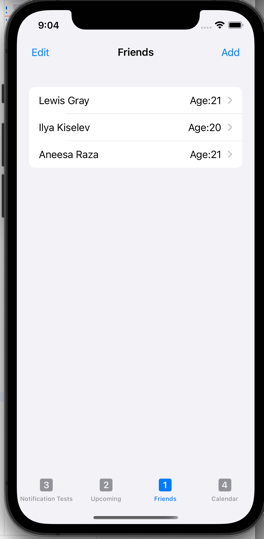
**2) After tapping on the edit button and realizing it didn’t let me edit the user, I ended up tapping on the friend itself and I was brought to a screen that looks similar to the add a friend screen. My comments in test 1 can be carried over to here as the forms follow a similar format.**

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**3) I don’t like the scrolling wheel calendar selection. I think that the other calendar was easier to use and it should be consistent throughout the app.**

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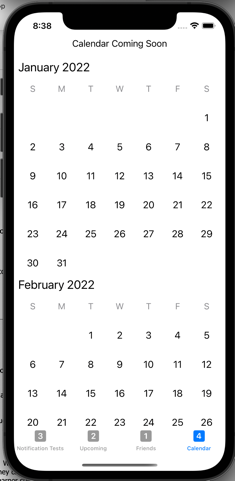
# Test 3 - Delete the friend

**Comments**

1. **This test was easy to complete as I’d stumbled across the delete functionality in the previous test. Had that not happened, there isn’t really any indication on how to delete a friend.**

**2) An undo button would be a good additional feature as the swipe to delete looks very unforgiving if you accidentally delete someone.**

**3) By swiping to delete an item in the list I ended up navigating to the calendar view by accident. I wasn’t previously aware of this navigation method but it really gets in the way of deleting a user.**

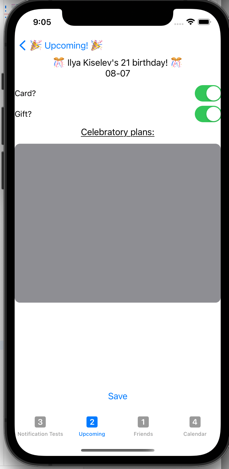
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# Test 4 – Navigate to the upcoming view and append a birthday plan

**Comments**



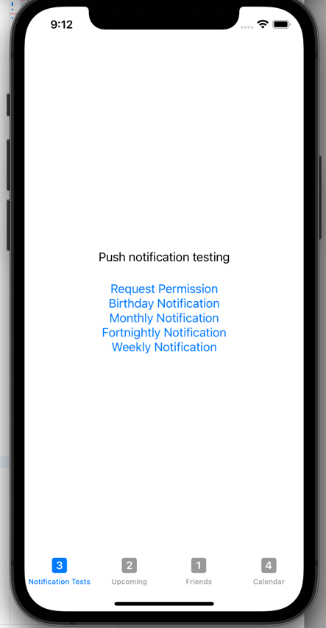
1. **This test was easy to complete as the process is very similar to test 2. I noticed that the back button doesn’t save changes, you should implement a warning if you leave the page with unsaved changes**



1. **The grey text area doesn’t fit the form and the text associated with the toggle switches would look better next to them**

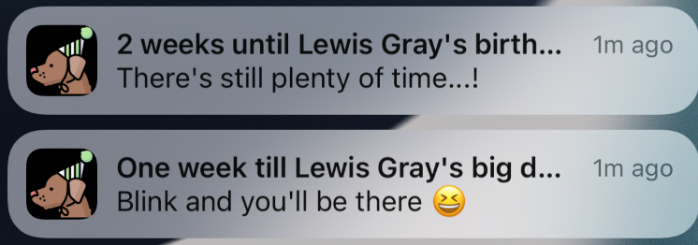
**3) Swipe navigation is nice now that I know it exists. The upcoming list is extremely cluttered and at it took me a while to realize what the final number in the row was (days until the birthday). Also, the status’s aren’t very distinguishable and make the list items larger than they need to be.**

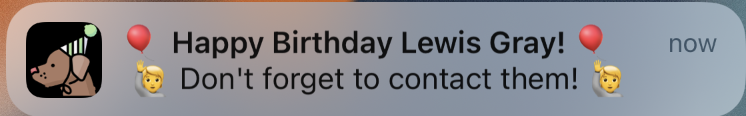
# Test 5 - Trigger notifications to view

**Comments**

**1) I noticed that when a notification was pressed, I was taken to the notification test screen. In deployment this could take me to the person’s birthday screen.**

**2) Less text in the notification header would make the notification look better as currently the text over-runs. The app icon should have a clear background.**

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**3) I like the creative use of emojis. If they send when they’re supposed to these serve as a notification that will stand out.**

# Test 6 – Open the app

**Comments**

A picture containing text

Description automatically generated

**1) I’m not a huge fan of the teal colour in the startup screen. I’d recommend a pastel colour to fit with the app icon**

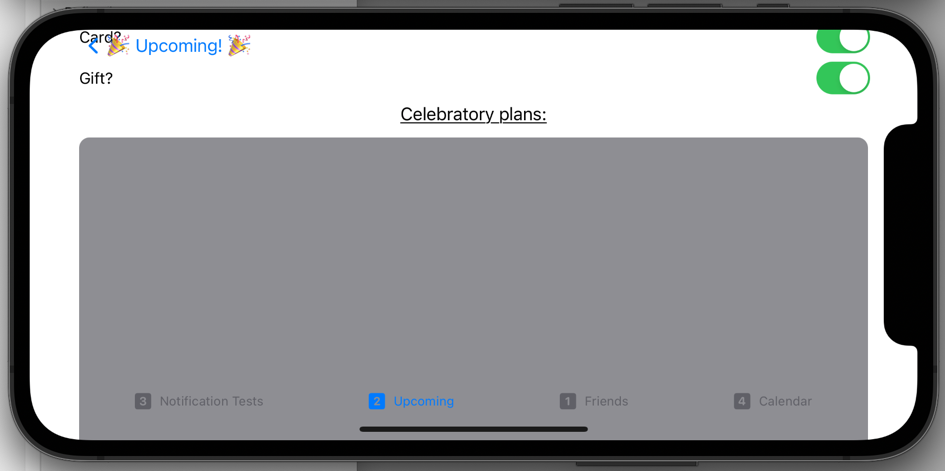
**2) The dark icon background doesn’t fit with the light theme of the app.**

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1. **The theme inside the app should be the same as this one! Background colour could carry on through this startup screen. White font would look better for the text**

# Extra comments

**1) Turning the phone landscape makes the birthday plan screen look awful and becomes unusable. Consider locking the screen to portrait only**



**2) None**

**3)No**

**Postmortem**

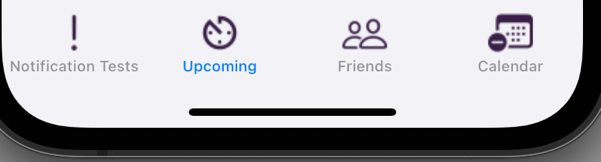
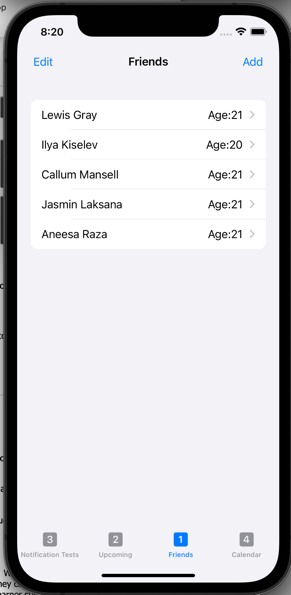
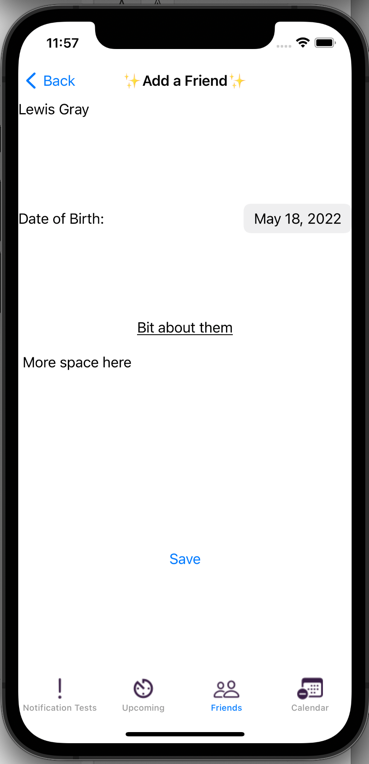
Test 1- Navigate to the friends view and add a new friend

The goal of this test was to analyze:

* How people decided to navigate the app (Swipe or Tabs).
* If the navigation was easy enough to figure out and if the adding a friend functionality was easy to find without prior knowledge of the app.
* To test create form validation

The feedback from this test was mainly directed at the aesthetics of app, from which it’s reasonable to conclude that the navigation is straightforward and the functionality is accessible. None of the tester’s inputs broke the system, so the validation is working as intended.

In response to the feedback, the following changes were implemented:

1. ****Updated symbols on the tabView to accurately represent the view it’ll bring up on-tap
2. Form elements have been separated by spacers so that it takes up more of the page and leaves less whitespace. In the future the text font, colour and size will be standardized across the app.

3)Changed the “Bit about them” text field to a text editor to give the user more space to type.

Test 2 - Edit the created friend by giving them a new name and birthday

The goal of this test was to analyze:

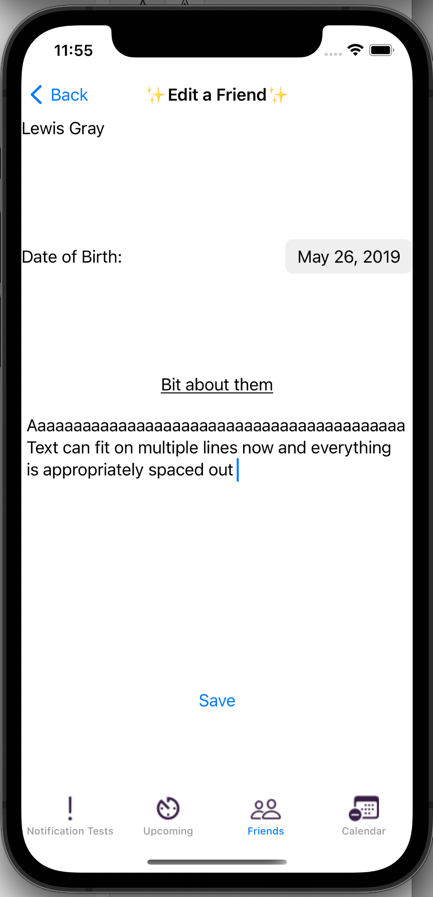
* To find out how intuitive the tap to edit feature was.
* An alternate style of calendar was used to see which one the testers preferred.
* Test the edit form validation

The feedback from this test showed that it was not easy to work out how to edit a friend at all, with two out of the three tests pressing the wrong button initially. Additionally, further comments were made regarding the look of the app and feel of the app. As with the previous test, none of the tester’s inputs broke the system. Therefore, validation is working as intended.

In response to the feedback, the following changes were implemented:

1. Removed the edit button. Testers 1 and 2 both pressed this button first before tapping the list item itself. By removing it completely, the initial thought on how to edit a friend should now be to tap to edit. This is a theme that is consistent throughout the app.





1. As with the previous test, the spacing between form elements was increased to reduce the size of the large empty section on the screen.

3) Made the default datePicker style consistent throughout the app.

Test 3 - Delete the friend

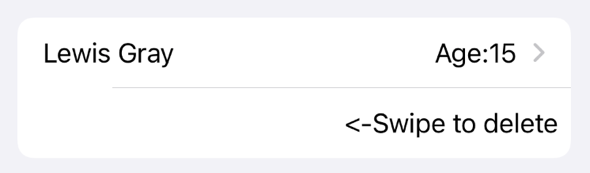
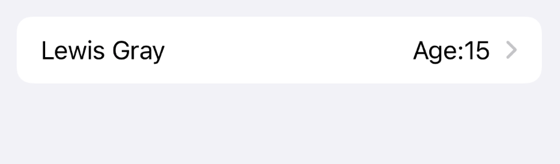
The goal of this test was to analyze:

* Which method of deleting a user seemed more intrinsic (Swipe to delete or Edit ->Delete).

The feedback from this test was similar to that of the last. There is currently nothing that indicates to the user how to delete a friend.

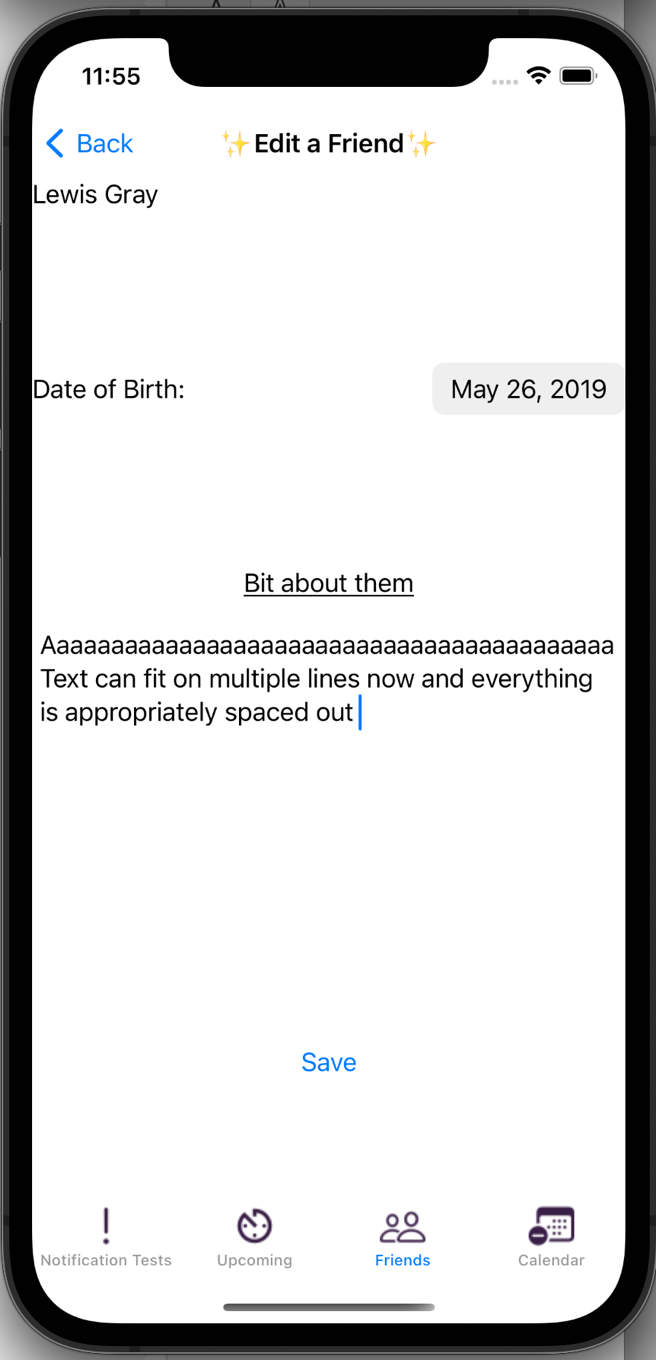
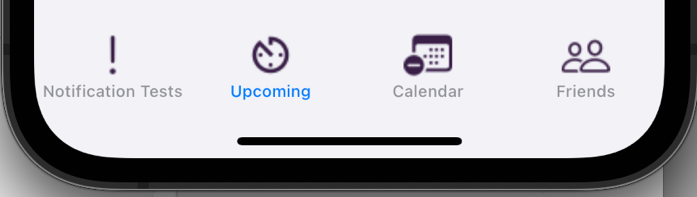
In response to the feedback, the following changes were implemented:

1. Added a label to indicate to the user how to delete a user



1. An undo button for deleting a user has been added to the backlog for future implementation but due to time constraints this issue was unable to be addressed.

3)Moved the friend tab to the far-right position. Doing this means that the user cannot swipe to another view as there isn’t a view to the right of the friend tab anymore.



Test 4 - Navigate to the upcoming view and append a birthday plan

The goal of this test was to:

* Test out the birthday planner functionality in the app

The feedback from this test was extremely useful. Regarding the layout, it became clear that the less the user has to look at the easier the app is to use.

In response to the feedback, the following changes were implemented:

1) An “Are you sure you want to discard changes” button could save a user who’s updating a plan in a hurry and muscle memories the back button instead of the save button. This feature has been added to the backlog

2)The text editor field labelled “Celebratory Plans” has had its background updated to match the text editor in the “Add a friend” view.

3)Previously, each birthday plan in the list was clogged with information. The list items have been simplified to clear the UI from masses of text, consequently making it nicer to look at and easier to understand

Chart

Description automatically generated with medium confidenceGraphical user interface, application

Description automatically generated

Test 5 – Trigger notifications

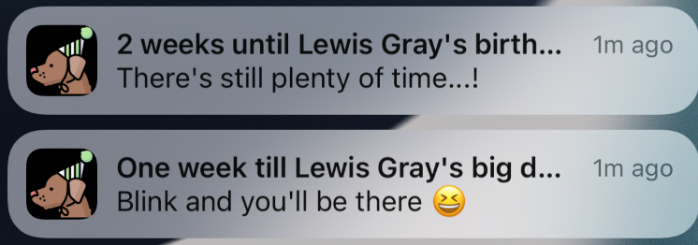
The goal of this test was to analyze:

* What users thought of the aesthetics of the notifications.

The feedback from this test was very much in favor of the look of the notifications. Tester 2 had an issue with the text cutting off when reading the notification from the lock screen. Upon re-testing, whether or not the next would cut off was inconsistent. On some occasions it would show the full text and others it would cut off. Either way, the message was still getting across to the user so no changes needed to be made there.

As the feedback regarding the notifications was generally positive, no further changes were made. However, appropriately redirecting the user on a notification tap was added to the backlog (as per the feedback from tester 1).



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Test 6 – Open the app

The goal of this test was to analyze:

* User’s opinions on the launch screen and app icon
* Test app optimization (to see if the app’s loading time is reasonable)

The feedback from this test showed that the users expected the launch screen to set the theme for the rest of the app. Reviews about the colour scheme were mixed, however it makes sense for the colour scheme to at least be consistent throughout the entire app. Due to time constraints, this task has been added to the backlog but should definitely be addressed as soon as possible. Furthermore, the app icon will also be updated to have either no background or a white one to accurately match the light theme of the app.

Extra comments

Tester 1 pointed out that certain screens break when the phone is rotated. Again, this issue has been added to the backlog as there isn’t enough development time to add in an orientation lock.

Future development

To summarize the direction that the app is going in future sprints:

* The text font, colour and size will be standardized across the app
* An undo button for deleting a user will be added
* An “Are you sure you want to discard changes” button will be added
* Colour scheme will be consistent throughout the entire app
* App icon will be updated to have either no background
* Calendar view mode functionality
* Orientation lock
* Redirecting the user to the appropriate page on notification tap

Conclusion

In hindsight, I would have liked to carry out the testing at different intervals during development as by carrying them all out near the end of a development time ran out to implement the changes based upon the user feedback. User feedback is important as it generates new requirements that a stakeholder may not have thought of initially. For example, the tab icons at the bottom of the screen (Test 1, Tester 1) were overlooked during development as the functionality behind it was working. Additionally, user testing provides a fresh perspective on the app by considering new ideas. An example of this was the “Are you sure button” when deleting a user, as this was a feature that hadn’t even been considered.

There was an attempt made to side-load the app onto an iPod-touch, however due to a lack of an apple id the app wasn’t able to run on the device. This could have been avoided had the testing not been completed at the last minute, and would have been extremely useful to see if the app worked on other devices.

Overall, the app as it is now has failed to meet the requirements specified in the design section as the calendar part of the app was cut from this build due to being complex to integrate and not having enough time. However, as with an agile methodology the app is never truly complete, so given more time the app would be able to reach its potential and more.