Over two hands-on sessions with Ana and Rhana, a lot was learnt and insights into how real people approach our prototype were revealed, summarized in the below paragraphs. This was after they agreed and signed their consent form, and after I gave them a quick introduction of our app and prototype. This is formatted differently than the “group” analysis because it summarizes more the “results” than just how it went.

**Prototype glitches**Both testers ran into minor bugs (like the screen freezing after removing a restaurant) which broke their flow. It gives us good feedback to iron out tech hiccups before testing and is a good reminder on how important testing is even if we view the system as “complete” as it shows things we were not aware of.

**Surprises in the interface**Color-coding (green, red, yellow) of restaurant cards made intuitive sense only after explanation, and both users missed the “Collections” tab and the Explored/Ignored lists until prompted. I think now that key features need to live right alongside the main menu, and that a quick hint (even just a pop-up) could have cleared up confusion immediately.

**Thinking out loud reveals more**Watching Ana and Rhana - with my encouragement - narrate their tinkering through the prototype highlighted assumptions never considered. For example, like Rhana expecting allergy settings under “Account” or Ana wanting a share button from the get-go. It made me think more about what users look for in an app.  
They also tended toward tag and distance filters over free-text search, and both wanted to see for in-app social features (sharing, reviews, feeds).

**Improvements & next steps**Next build iteration, we should aim to fix the bugs and try to bring “Collections” front and center for the user. We might also want to add a brief tutorial for less obvious parts of the app, and in the future definitely try to incorporate social functionalities such as sharing/chat/review.