Testing Plan

To gage the understanding of our application, we will ask our testers to attempt the following tasks:

1. Signing up for the app, which includes navigating through the process and filling out personal information such as height and weight

2. Navigating to the "friends" tab from the home screen and starting a new chat with someone

3. Locating the discover tab, browse and select new workout plan and attempt it (obviously not in real life but you get the point)

4. Navigating to the app store and leaving a review on our app

Some of the questions we will be asking throughout the test include, "How easy did you find it to navigate to _____", "Was there a point that you did not know where to go, and just guessed," "Did you experience any technical difficulties while experiencing the app." These questions will allow us to gauge our users' understanding of our app, as well as diagnosing any specific areas that need more work.

To document the observations, we will be watching our testers, looking for things like hesitations when clicking something, or if they have a confused look on their face. Additionally, during the test, we will be taking their answers to our questions into account, and using those to apply changes to our app. At any point during the test, if we notice the tester having trouble with our app, we will pause the test, and ask questions. Based on the responses of the tester, we will file that information under our feedback section, and then use that feedback to further improve our app to make it as smooth as possible.

Observations

During the test, we noticed that our testers struggled to leave a review, and had a little bit of an issue navigating to the friends tab. Our testers noted that the drop down menu was confusing, and it provided them with some options that they were unfamiliar with, such as FAQ. Additionally, during the testing process, we noticed that our testers had no problem navigating through the sign up process, but encountered some minor problems when navigating through the app. Our testers noted that the excess amount of buttons gave them a sense of uncertainty, as they weren't sure which button led to what. We factored that information, and used it to apply changes (see below). We did ask our testers to assume the role of a new mom, hoping that it would provide more accurate information for the changes. One thing we did notice when we asked our testers to assume that role, they did have a bit of trouble navigating certain things. Depending on the age of our user, they might not have grown up with technology. This provides a bit of a discrepancy, as depending on how much technological experience the user has, the easier it is for them to navigate the app. We did factor this into account when applying changes, and tried to create a more friendly interface for our users.

Feedback

With our tests complete, we have gathered the following data. Before applying our changes, testers found our app to be:

Too confusing - Testers commented on how there were too many buttons, and lots of different categories that they didn't know about. Using this feedback, we simplified our application, and tried to eliminate unnecessary buttons or tabs that would clutter the interface. We smoothed out the kinks in our app, including multiple ways to access a certain topic, and buttons that served little to no purpose.

Trouble navigating - We noticed that our users had trouble navigating with certain aspects of the app, and they noted that a more friendlier interface would help them. Part of this issue comes with the lack of understanding, as we asked our testers to assume the role of a new mom, which could possibly come with a lack of understanding when it comes to technology. This proved helpful, as it allowed us to gain a new point of view, and assess our problems using feedback we wouldn't have originally had.

Overall, we tried to provide an efficient and organized system that allows users to navigate through the app with ease. We used the feedback provided to tweak our app to make it as functional and accessible as possible. We took into consideration all of the feedback we received, and tried to solve each problem in a way that would improve our app, but would still keep it simple enough.