**Usability Test Plan**

**Background:**

Due to the corona virus, we intended to build a website that provides workouts that did not require any equipment and can be done from home. The targeted market is the people who do not have access to the gyms and proper workouts.

The testing was done wo we can measure the points stated below.

**User-friendliness:**

User-friendliness measures if people can understand the user interface and easily complete the tasks. When the user enters the (URL: <https://lamp.cse.fau.edu/~cen4010_fa21_g13/>), they are welcomed to the E2L home page where they are greeted and are asked to sign up.

To Sign-up, they are required to click on the icon that says Sign-up. The user is then taken to a form where they are required to put their first name, last name, and the email. After doing so, they are then required to login. After successfully logging in the system, they are redirected to a page that provides the Services that E2L has to offer, the user can choose what exercise they want to do. For example, if the user chooses to work out the back they are then redirected to the page where they are provided with a back workout that is easy and effective. At the very bottom of the page the user has the option to drop a feed back whether the workout was effective or not (Comments Development still in Progress). In the end, once the user has done the workout, they may Log out if the system.

**Efficiency:**

If user-friendliness focuses on how users navigate the interface and complete the tasks, efficiency measures how quickly they can do it. The less amount of time it takes to finish a task the better.

Using the example of signing up then working out, to leaving the suggestions (Comments still under development) we measured the time taken by the user to do these tasks.

This also shows which part of the tasks takes the most time. If participants spend too much time on one task, there may be a part of the interface that confuses them and needs improvement.

**User Satisfaction:**

Even if the participants can complete the task without errors, they may still provide insights to help improve user satisfaction.

The user may suggest a better visual design, color scheme, text and fonts, the correctness of the information provided.

**Test Plan**

**Black Box Testing:**

The testing method that we applied for our website is the black box testing. Our tester had no knowledge about the internal structure of the website. However, our tester had a computer, good internet connection and the knowledge of how to work on the computer. The tester was given the URL: (<https://lamp.cse.fau.edu/~cen4010_fa21_g13/index.php>) to test the friendliness, robustness, functionality, the login, signup, logout and the suggestion/ comments.

**Starting Point.**

The starting point was the home page where we greet the user and ask them to sign-up/ login.

**Tasks To Be Accomplished:**

The tasks to be accomplished were if the tester can easily sign up/ login or not. After sign-up/ login if the workouts are easily available to the tester. Are the videos executable or not?

The intended user is affected by the coronavirus Lockdown and is not able to leave the house to go to the gym and workout.

The completion criteria here is, is it easy for the tester to navigate through the whole website? Are the workouts functional? Can the tester easily leave suggestions/comments after each workout? (Comments Development still in Progress).

**URL Of The System:**

URL: (<https://lamp.cse.fau.edu/~cen4010_fa21_g13/index.php>)

**QUESTIONAIRE FORM:**

Please answer the questions below with the **check** mark in the boxes provided for the questions.

|  |  |  |  |
| --- | --- | --- | --- |
|  | SATISFACTORY | GOOD | EXCELLENT |
| HOW IS THE LAYOUT OF THE WEBSITE? |  |  |  |
| HOW IS THE LOG-IN / SIGN-UP? |  |  |  |
| IS THE WEBSITE ROBUST? |  |  |  |
| IS THE WEBSITE USER FRIENDLY? |  |  |  |
| WERE YOU SATISFIED WITH THE WORKOUTS? |  |  |  |
| WERE YOU ABLE TO LEAVE A COMMENT/SUGESSION? (UNDER DELEOPMENT) |  |  |  |