

John Rene Lorelli

610:512 Interaction Design

Evaluate the usability system

Guerilla Testing

For this assignment I asked three people to test my online grocery prototype type. I have them 4 tasks total. First task was to log in or create an account. Second task was to add an address to the account. Third task was to navigate to a product page. Finally the fourth task was checkout.

Tester: Vo

Task 1

User had issues not being able to type into the field box.

Note: Limitation of the prototype itself

Priority: Low

Task 2

Icon for account page was hard to see for user

Priority: Medium

Solution Change Icon or make brighter

Task 3

Product Page was too busy and needed more space.

Priority: Medium

Solution: Clean up and Change weekly sales and cart

Not sure what favorite star was for and thought it was for reviews

Priority: Medium

Solution: Label

Task 4

User found cart page too long and did not like it

Priority: High

Possible Solution make cart shorter

Tester Ant

Task 3

Product page is cluttered and look too busy

Priority: Medium

Solution: Clean up and Change weekly sales and cart

Task 4

Cart Page is long

Priority: Medium

Solution: Shorter Page

Didn't not understand delivery service options

Priority: Medium/High

Solution: Add more context to what those option are for

Tester Kor

Task 2

Account icon is confusing

Priority: Medium

Solution: Change this icon

Task 3

Filter can not be clicked

Priority: Low

Solution: Limitation of Figma

Product Page looks different than the rest of site

Priority: Medium

Solution: more uniform look

Task 4

Delivery page confusion on what it is supposed to mean. Need more information.

Priority: High

Solution: More Label and information