

# Usability Report

## 1. User Goals and Scenarios

The primary focus of the usability test was to evaluate user interactions with the app based on specific goals. These goals align with the core functionality of the application.

### Goal 1: Easily monitor fitness progress within the app

#### Description

The app is designed to serve as a practical tool for users to systematically monitor and analyze their fitness progress. Through data-driven features, it provides a straightforward platform for individuals to assess their health metrics, facilitating informed decision-making regarding their fitness routines.

#### Scenarios

##### 1. Weekly Progress Overview

- User opens the app and navigates to the "History" page.
- The app displays a weekly summary of key fitness metrics (steps taken, calories burned, miles covered).
- The user analyzes the progress circles and identifies trends over the past days.
- Based on the data, the user adjusts their workout routine and sets new goals for the upcoming week.

##### 2. Daily Progress and Pet Health Monitoring

- User aligns daily workout with their virtual pet's well-being.
- The home page prominently displays the user's daily progress, showcasing metrics like steps taken, calories burned, and miles covered.
- Simultaneously, the virtual pet's health bar reflects the user's daily physical activity, emphasizing the connection between the user's fitness goals and the well-being of their virtual companion.
- The app provides real-time updates, allowing users to track their progress throughout the day and ensuring that both their personal health and virtual pet's health are seamlessly integrated.

#### Successful Behavior

##### 1. Weekly Progress Overview

- a. User efficiently navigates to the "History" page.
- b. The user understands and interprets the weekly summary of key fitness metrics.

##### 2. Daily Progress and Pet Health Monitoring

- a. The user checks the home page for a clear and prominent display of daily progress metrics (steps taken, calories burned, miles covered).
- b. The user acknowledges the connection between their personal fitness goals and the virtual pet's health, as indicated by the health bar.
- c. Real-time updates are actively monitored by the user, ensuring seamless integration of personal health progress and virtual pet's health.

## Goal 2: Personalize and nurture virtual companions

### Description

Focused on customization, the app aims to provide users with virtual companions tailored to individual preferences. This feature enhances user engagement by allowing for personalized interactions while maintaining a serious approach to creating a sense of companionship within the app.

### Scenarios

1. Personalized Interaction Setup
  - User initiates the app and is immediately able to customize their virtual pet.
  - The app prompts the user to customize their virtual companion, allowing choices in their name, type of animal, and virtual setting.
  - The user makes selections, tailoring the companion to their liking.
  - The virtual companion reflects these preferences in its interactions, fostering a sense of personalization and connection.
2. Customization through Settings
  - Users have the option to fine-tune the personalization of their virtual companion by accessing the app settings.
  - Users can revisit the settings at any time to make adjustments, giving them flexibility in shaping their virtual companion's behavior and maintaining a personalized relationship.
  - This approach provides users with direct agency over the personalization process, making it convenient and responsive to their evolving preferences.

### Successful Behavior

1. Personalized Interaction Setup
  - a. The user navigates through the customization prompts seamlessly.
  - b. The user makes selections, customizing the virtual companion's name, type of animal, and virtual setting according to their preferences.
  - c. The virtual companion accurately reflects these selections in its interactions, creating a distinct sense of personalization and connection.
2. Customization through Settings
  - a. Users effectively locate and access the app settings.

- b. Users navigate through the settings menu with ease, demonstrating a clear understanding of customization options.
- c. Users make adjustments to the virtual companion's traits, appearance, and preferred activities, showcasing a personalized touch.

### Goal 3: Make physical activity enjoyable and rewarding through virtual pet care

#### Description

With an emphasis on merging physical activity and gamification, the app endeavors to make exercise more enjoyable and rewarding. Through virtual pet care tied to fitness routines, it aims to encourage consistent physical activity in a pragmatic manner, promoting overall health and well-being.

#### Scenarios

1. Virtual Pet Exercise Routine
  - User set a daily exercise goal within the app, linking it to their virtual pet's well-being.
  - Upon completing the exercise routine, the virtual pet in the app responds positively, demonstrating positive health.
  - The user experiences a sense of achievement and fulfillment, reinforcing the connection between physical activity and virtual pet care.
2. Gamified Fitness Challenges
  - The app introduces periodic fitness challenges.
  - Users can participate in challenges like reaching a certain step count or completing a specific workout routine.
  - Successful completion of challenges results in virtual rewards.
  - The gamified element enhances the enjoyment of physical activity and motivates users to consistently engage in fitness routines.

#### Successful Behavior

1. Virtual Pet Exercise Routine
  - a. The user consistently meets the daily goal.
  - b. The virtual pet in the app responds positively, reflecting positive health outcomes.
2. Gamified Fitness Challenge
  - a. Users actively engage in periodic fitness challenges introduced by the app.
  - b. Successful completion of challenges results in virtual rewards, indicating active involvement and accomplishment.

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## 2. Important User "Types":

Identified and described user types relevant to the application. Testers were prompted to fill out a Google Form following their testing session in which they were given a choice to choose any of the following that best fits themselves.

### User Type 1: Novice Fitness Enthusiasts

Individuals new to exercising who are seeking a user-friendly and motivating platform to kickstart their fitness journey. Those looking for an engaging way to integrate exercise into their daily routine with the added appeal of virtual pet care.

### User Type 2: Tech-Savvy Gamers

Users who enjoy gamified experiences and find motivation in achieving fitness goals through virtual challenges and rewards. Individuals attracted to the idea of nurturing a virtual companion as an additional incentive for maintaining an active lifestyle.

### User Type 3: Busy Professional

Individuals with hectic schedules seeking a convenient and efficient way to incorporate exercise into their daily lives. Professionals who appreciate the gamified and visually appealing aspects of the app to make fitness more enjoyable during busy days.

### User Type 4: Socially Connected Fitness Enthusiasts

Users who find motivation in sharing their fitness achievements and participating in virtual challenges with friends or the app's community. Those looking for a social and supportive platform that enhances the sense of community around fitness and virtual pet care.

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## 3. Participant Recruitment

In the selection process for the testing phase, potential participants, including friends and family, were approached in a professional manner to ensure transparency and ethical practices. Each individual was provided with a detailed explanation of the testing objectives and the significance of their participation in refining the app's functionality. Prior to engaging in any testing activities, participants were presented with consent forms outlining the terms of their involvement, the nature of the testing process, and their rights as participants.

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## 4. Consent Form

Attached below is a link of the consent form used, confirming consent from all participants. Each participant has their own copy of their signed forms, and has been notified that their forms have been collected and will be used by the project team. Along with this form, participants recognize that they are required to fill out the corresponding Google Form following their testing.

[Consent Form](#)  
[Feedback Form](#)

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## 5. Anonymized Participant Descriptions

Profiles for each participant, including user type and other relevant information.

- Participant A: Tech-Savvy Gamer
  - Participant B: Busy Professional
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## 6. Usability Test Details

Details regarding the time, date, and location of the usability test.

- Wednesday, November 6th
  - Users were testing through the team member's laptop's emulator and was done at a meeting location convenient to the user.
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## 8. Raw Data

Users were instructed to play around the application with no specific prompt given.

Participant	What Happened	What Scenario/Goal	Device Used
A	Participant played around with the application and found the user interface simple and fun.	1. Customize a virtual pet 2. View virtual challenges 3. View weekly	Laptop emulator

		progress	
B	Participant created a new account and viewed the main page with the virtual pet and settings page to edit their pet.	<ol style="list-style-type: none"><li>1. View virtual pet environment</li><li>2. Create a new account</li><li>3. Edit virtual pet</li></ol>	Laptop emulator