**SYSTEM EVALUATION**

**Project Description**

Snak is a food-delivery app aimed at the Filipino audience. It is an app that allows for the delivery of quick snacks, imported or local, from warehouses to local vendors on the street, promoting local products and allowing these products to become easily accessible to the general public and especially customers who cannot go outside to buy from their favorite local vendors. Snak will allow customers to order snacks from different vendors and different modes of payment to cater to each customer.

**Requirement Summary**

|  |  |  |
| --- | --- | --- |
| **MINIMUM REQUIREMENTS** | Processor Cores | Single Core |
| OS | Android 7.0 (Nougat) |
| RAM | 2.0 GB |
| **RECOMMENDED REQUIREMENTS** | Processor Core | Quad Core |
| OS | Android 8 (Oreo) and above |
| RAM | 4.0 GB |
| **OTHER REQUIREMENTS** | Permissions | Location |
| Notifications and Storage |
| Messaging and Phone Calls |

The application is not heavy, however, the lowest the application will settle for is Android 7.0 as the market for this android version is quite small, but still existing. Aside from that, the minimum requirements are very low since the application is not demanding.

**Overview**

The app was evaluated using survey questionnaire and was sent out to available future users which were students. The evaluation was split into four parts in the survey.

|  |  |
| --- | --- |
| **Overall Aesthetic** | Users will score the application’s overall aesthetic, such as theme and color scheme. This is to see if the overarching design of the prototype is fit for its purpose as a food-delivery app. |
| **Overall Ease of Use and Navigation** | Users will score how easy it is to use and navigate the application. This is to gauge how easy and usable the application is to users. |
| **Aesthetic (by part)** | Users will score each part of the prototype individually for its aesthetic which includes cleanliness, colors, among others. This is to see if each individual component of the prototype is clean and easy to look at and engage with. |
| **Feedback** | Users will be able to put in their own comments regarding their design. This part is essential because users’ feedback is vital in the building of a user-centered system. |

**Data Presentation**

From the survey, the following data was obtained.

1. **Overall Aesthetic**

**Q1.** How was the overall aesthetics and design of the application?

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 3 |
| 3 | 4 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.4 |
| **EVALUATION** | Satisfactory |

1. **Overall Aesthetic**

**Q2.** How was the ease of navigating through the app?

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 4 |
| 3 | 4 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.6 |
| **EVALUATION** | Satisfactory |

**Q3.** How was the ease of ordering in the app?

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 4 |
| 3 | 5 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.8 |
| **EVALUATION** | Satisfactory |

1. **Aesthetic by Part**

**Q4.** Rate the aesthetics of each following component:

1. Authentication page

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 4 |
| 2 | 3 |
| 3 | 3 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4 |
| **EVALUATION** | Satisfactory |

1. Home page

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 4 |
| 3 | 5 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.8 |
| **EVALUATION** | Satisfactory |

1. Vendors page

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 4 |
| 3 | 5 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.8 |
| **EVALUATION** | Satisfactory |

1. Take-out page

|  |  |
| --- | --- |
| **PARTICIPANT** | **SCORE** |
| 1 | 5 |
| 2 | 4 |
| 3 | 5 |
| 4 | 5 |
| 5 | 5 |
| **MEAN** | 4.8 |
| **EVALUATION** | Satisfactory |

1. **Feedback**

**P1*.*** wa tay mahimo bai (gwapo man design) preference ko lng centered ang login page.

**P2.** The login screen is a bit too simple. I think the logo must be in the upper middle of the screen

**P3.** Login screen could be better, and the shade of brown used behind the search bar is too green IMO.

**Data Analysis**

The application in all three quantitative aspects was rated at Satisfactory. This implies the overall prototype was a success. However, the lowest mean for aesthetic was the login page, which garnered a 4, which means that the login page is still quite unsatisfactory compared to the rest; this is supported by numerous feedback indicating how the login page still needs improvement. Similarly, the colors of the search bar of the home screen were also commented on, which means that the home screen needs to be tweaked.

**Design Implications**

The design was overall successful, however there needed to be only a few alterations such as the alignment of elements and some colors of the application. However, these are only minor adjustments, and no major flaws were found.

**Critique and Summary**

The technique used to rate the prototype could definitely have been improved on given more time, and the rating of the prototype’s responsiveness and ability to perform its tasks at the expected time could still have been tested. Using a more detailed evaluation form and path could have given more insightful responses.