Tell the user that they can at any point

● Ask you to repeat the instruction
● Ask a question
● Comment/speak their thoughts.

Read the instructions aloud to the participant. If they do something wrong, tell them that they have done so, and return them to the previous screen (the starting screen of that task). If any task takes longer than 1 minute, we will indicate to you, and you will get them to the next task.

Begin:

1. Please sign in with the following information

   Username: daveyle@rose-hulman.edu
   Password: abc123
2. In Your project "Henry - Android" find the task labeled "Bounties" in "Milestone 7" so you can find who it is assigned too, as you want to check the progress of the task.
3. Oh no, the member has not worked on it at all. Find the member who is assigned to that task's email address under the project team listing, so you can send them a stern email.
4. Find the chart labeled "Accuracy of Time Estimates by Milestone" to check some data about if the milestone can be finished.
5. View all of your assigned tasks so it does not look hypocritical about that email you are going to send.
6. Log out of Henry