**Diss museum application playtesting**

**What did I test?**

I had 11 people try our application. 2 of them were in our target demographic. I asked each play tester to use the app without help to test its reliability and ease of use. After allowing them to use the app for around 5 minutes, I asked them for any feedback they had. Below is the common feedback I received from a majority of the users.

**Common Positive feedback**

* The new colours are a lot more pleasing
* The help screen playing the first time you open the app was very well received
* The cat on the camera screen was enjoyed

**Common Negative Feedback**

* Users did not enjoy how they were able to flip the 3d models upside down
* A user didn’t like how the viewfinder square disappears immediately when a target is found.
* Users found inconsistencies with the colours within the app, some of the information screens have not been given the new colours.
* The animations for the side bar and settings menu do not have consistent speeds.
* On a low end device, the performance was low after opening the app and on the collection screen- this was because the camera is open until you enter and leave the camera screen

**How we could address this feedback**

We could lock the rotation to the z axis alone to stop the models from flipping upside down. This would only allow the models to be swiped horizontally.

We can make an animation that will fade out the viewfinder rather than have it instantly disable.

The new colours will need to be added to every screen in the application.

The side bar animations will be checked to ensure the timing is all correct.

A workaround for the camera issue can be to start the app on the camera screen instead of the collection screen.