**Diss museum application playtesting**

**What did I test?**

I had 10 people try our application. 4 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 app was easy to navigate, and they always knew how to get to each screen.
* The transitions and animations in the application to be fluid and eye pleasing.
* Users liked the choice between side menu and bottom bar buttons.
* Users liked how the apps design matches that of a lot of other commonly used apps.

**Common Negative Feedback**

* While the app works well, users didn’t like the colours used in the app.
* Users didn’t know why some of the buttons on the collection screen were inactive.
* It wasn’t clear why the Images on the collection screen changed colour as you scrolled.
* Users didn’t like how the viewfinder instantly disabled when a target is found.

No bugs were found while playtesting.

**How we could address this feedback**

As a lot of the negative feedback was due to unfinished assets, as we create and implement more assets, we will address a lot of the issues with the application.

We could add information in to the help screen that show the user what the different components of the collection screen do.

We had no plans to change the design of the application but we could easily change the colours used and create some new sprites to make the app look nicer, then test the new design later.