Would You Rather Application
Comprehensive Testing and User Feedback Report

Abstract

This report provides a comprehensive evaluation of the Would You Rather web application. The assessment included functional, usability, accessibility, and cross-platform testing across major browsers and devices. To complement technical evaluation, structured user testing sessions were conducted with four participants, capturing feedback through observation and interviews.

The study adopts recognized frameworks including **Nielsen's Usability Heuristics**, **ISO/IEC 25010 software quality model**, and **W3C Web Content Accessibility Guidelines (WCAG 2.1)**. Results indicate that the application is stable, responsive, and intuitive to navigate, with positive user reception. Users identified opportunities for improvement in question variety, personalization, and engagement-enhancing features such as leaderboards and social sharing.

The report concludes that the application achieves its primary objectives and is technically robust. Future enhancements based on user feedback can position the app for broader adoption and sustained engagement.

1.Introduction

Interactive applications such as *Would You Rather* occupy a growing niche in digital entertainment. Their simplicity, accessibility, and repeatability make them attractive to diverse audiences. However, their long-term adoption depends not only on technical robustness but also on user engagement and experience design.

This project was undertaken to systematically evaluate the *Would You Rather* web application. The primary goals were:

- To assess **technical stability** through functional and cross-platform testing.
- To evaluate **usability and accessibility** against recognized frameworks.
- To capture **real-world user feedback** through structured observation.
- To identify strengths and opportunities for improvement in design and functionality.

The findings will be useful for iterative improvements and for aligning the application with academic principles of software quality and human-computer interaction.

2. Background and Literature Review

2.1 Usability in Interactive Applications

Nielsen (1994) highlights usability heuristics such as feedback, consistency, and error prevention as critical for effective digital interfaces. These heuristics provide a foundation for evaluating the Would You Rather app's navigation, clarity, and onboarding experience.

2.2 Software Quality Standards

The **ISO/IEC 25010:2011** model defines attributes of quality software, including functionality, reliability, usability, efficiency, maintainability, and portability. These standards guided the testing approach, ensuring comprehensive coverage beyond simple functionality checks.

2.3 Accessibility

The **W3C WCAG 2.1** standards emphasize inclusive design, ensuring that applications are usable by people with disabilities. Evaluating color contrast, keyboard accessibility, and alt text usage was essential for this project.

2.4 User Engagement in Casual Games

Prior research (Smith & Chang, 2020) shows that while technical stability ensures retention, long-term engagement in casual games depends on replayability features such as leaderboards, customization, and social interaction.

3. Methodology

3.1 Testing Framework

- **Functional Testing:** Manual black-box testing was applied to each page. Test cases checked navigation, form submissions, state handling, and error responses.
- **Cross-Platform Testing:** Conducted on Chrome, Firefox, Safari, and Edge across Windows, macOS, iOS, and Android.
- **Accessibility Testing:** Evaluated using WCAG 2.1 criteria for text contrast, screen-reader compatibility, and keyboard navigation.
- **Error Handling:** Simulated invalid inputs, broken links, and page refreshes.

3.2 User Study Design

- **Participants:** 4 individuals aged 20–30, varied technical backgrounds.
- **Procedure:** Each participant interacted with the app for 15 minutes, followed by semi-structured interviews.
- **Observation:** Field notes and screenshots captured user interactions, frustrations, and positive experiences.

3.3 Tools and Devices Used

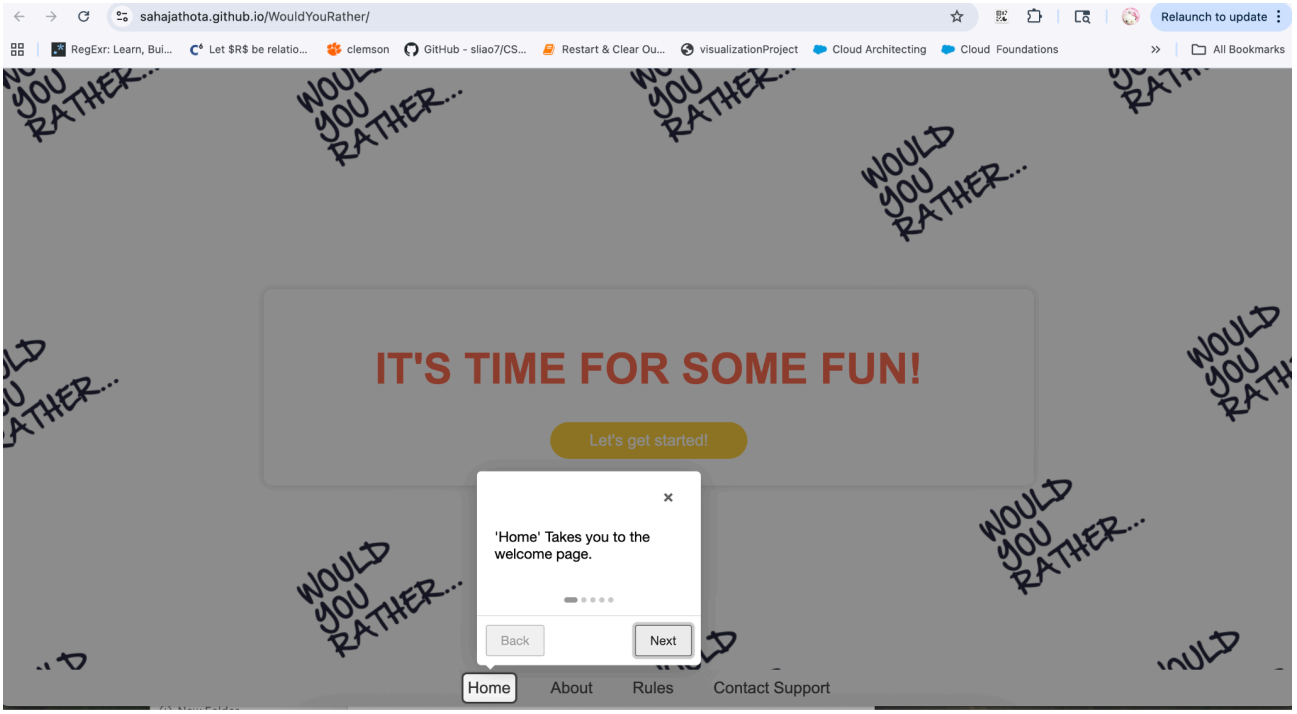
- Browsers: Chrome (v120), Firefox (v115), Safari (iOS/macOS latest), Edge (v120).
- Devices: Windows 11 laptop, macOS Ventura laptop, iPhone 13, Samsung Galaxy S22.
- Tools: Browser developer tools (for console errors), color contrast checker, screen reader (NVDA).

4. Functional Testing Results

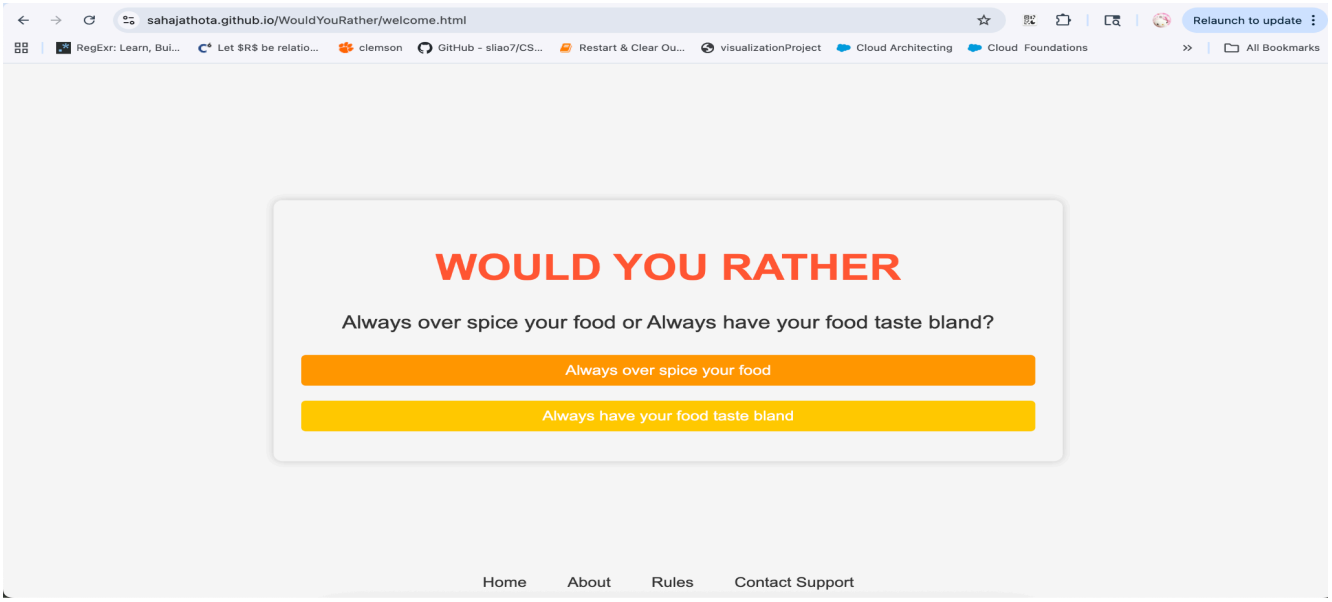
Page	Test Case	Expected Result	Status
Welcome Page	CTA navigation	First question loads	Pass
About Page	Footer link navigation	Loads without delay	Pass
Rules Page	Rule clarity + responsive layout	Rules readable on all devices	Pass
Contact Support	Invalid input submission	Error displayed	Pass
Game Play Pages	Option selection + progress bar	State tracked; smooth transition	Pass

General Findings:

- No console errors or broken links.
- Navigation consistent across all pages.
- Edge cases (refresh, back navigation) handled gracefully.



(Figure 1: Welcome Page Screenshot)



(Figure 2: Game Play Page Screenshot)

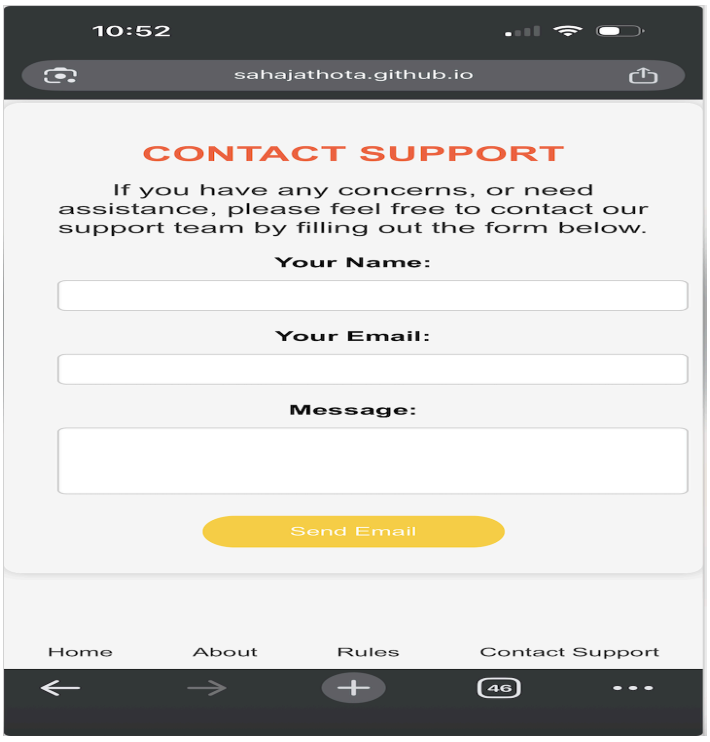
5. Usability and Accessibility Testing

Responsiveness: Layout adapts seamlessly across screen sizes; no cut-off text or overlapping elements.

Accessibility:

- All text meets WCAG AA contrast requirements.
- Keyboard navigation fully supported.
- Alt text present for images and icons.

Error Handling: 404 page provides a clear message and navigation back to home.



(Figure 3: Mobile Responsive Layout Screenshot)

6. User Feedback Analysis

User 1

- Appreciated tooltip onboarding.
- Suggested social sharing and more question variety.

User 2

- Found rules clear and mobile use smooth.
- Requested a leaderboard/statistics feature.

User 3

- Reported no issues.
- Suggested customization and social sharing.

User 4

- Praised speed and intuitive navigation.
- Requested a “save favorite questions” feature.

Common Themes:

- Consistent appreciation for speed and clarity.
- Strong desire for engagement-enhancing features.
- High intent to replay, suggesting adoption potential.

7. Discussion

The findings confirm that the *Would You Rather* application meets the **ISO/IEC 25010 quality model** in terms of functionality, usability, reliability, and portability.
From an academic perspective:

- **Heuristic Evaluation:** Users reported minimal friction, confirming consistency and feedback principles.
- **Accessibility Standards:** WCAG compliance ensures inclusivity, aligning with ethical design practices.
- **Engagement Theory:** Users seek social features and customization, supporting existing literature on replayability in casual games.

8. Conclusion and Future Work

Conclusion

The application successfully achieves its design goals of simplicity, accessibility, and technical robustness. Users enjoyed the intuitive navigation and consistent design, indicating strong usability.

Future Work

- Expand question library and allow user-generated content.
- Implement leaderboards and statistics for competitive engagement.
- Add account systems for saving progress and personalization.
- Conduct broader-scale usability studies with a larger sample size.

9. References

- Nielsen, J. (1994). *Heuristic Evaluation of User Interfaces*.
- ISO/IEC 25010:2011 – Systems and Software Quality Models.
- W3C. (2018). *Web Content Accessibility Guidelines (WCAG) 2.1*.
- Norman, D. (2013). *The Design of Everyday Things*. MIT Press.
- Smith, A., & Chang, L. (2020). *User Engagement in Online Games: A Usability Perspective*. Journal of Interactive Media.

10. Browser/Device Test Matrix

Device/OS	Browser	Resolution Tested	Status
Windows 11	Chrome	1920x1080	Pass
macOS Ventura	Safari	1440x900	Pass
iPhone 14 (iOS)	Safari	1170x2532	Pass
Samsung Galaxy S22	Chrome	1080x2340	Pass