

# To-do App Documentation

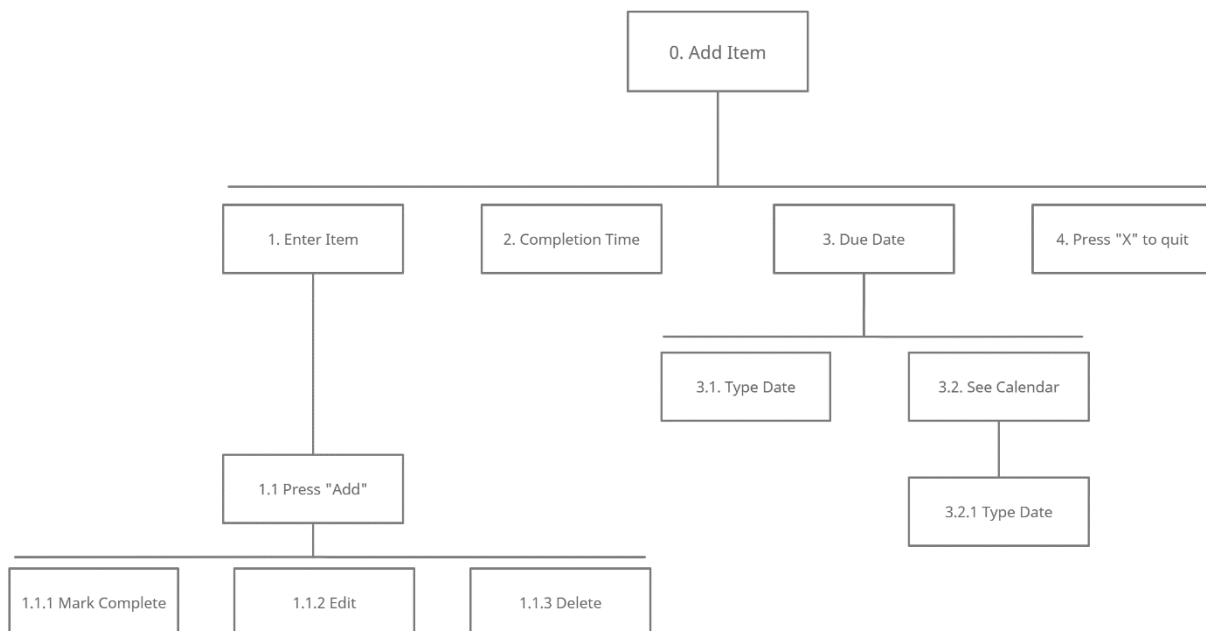
## Project Description:

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To load the app, the user must install react scripts from terminal or command prompt by typing `npm install react-scripts --save`. After that the user might have to install react calendar by typing `npm install react-calendar`. Once the user is done importing all the extensions, the react app is ready to go from the user's end. The user can simply start the app by typing `npm start` from the command prompt or terminal like the previous ones. For the smart phone layout, the user must press ctrl + shift + I at the same time and a small phone icon will be visible in the screen. Once the user clicks that icon, the small phone layout will be visible to the user.

## Hierarchical Task Analysis:



Plan 0: Do plan 1,2,3 until done. Then proceed to plan 4.

Plan 3: Do plan 3.1 if the user directly put the due date. If not, then proceed to plan 3.2 and 3.2.1.

Plan 1: After execution of plans 2 and 3 respectively proceed to plan 1 and plan 1.1. After adding an item, the user can mark the item as completed, edit, or delete the item later.

Plan 4: Once all the plans are executed the user can execute this plan by simply pressing the “x” icon on the desktop.

### **UX principles:**

The design of my react app follows two UX principles. 1) Discoverability and 2) Conceptual model. By having a glance at my react app the user should know the purpose of the app. The main purposes are quite visible to the user. Such as, add item, completion time, due date including the calendar and lastly the “Add” button. After, adding an item to the to-do list the user can also see three different sign which refers to edit, mark as complete and delete button including the name of the item itself. The user will get aware of the tasks of these sign easily. For example, by clicking the delete icon, the list will be deleted or by clicking the edit icon, the user will get a chance to edit the item name, completion time as well as the due date. So, by looking or exploring the user can predict the app or find any alternative action. That is why, this react app follows the ‘Discoverability’ UX principle.

Furthermore, it also goes after the conceptual model. As, the app allows the user to simulate the operation of the device and the user can predict the effects of their action. For instance, if the user clicks the “Add” button for adding an item to the to-do list then the app will automatically add the item to the list, which the user already predicted. To illustrate, if the user leaves the completion time box empty then the list will show no minutes. Which the user already predicted as an act of his/her action. So, the react app also goes after the “Conceptual model” of UX principles.

**UX improvement choice:**

The design aspect of the prototype has been made considering various type of user. The shape of the prototype followed by the color of texts as well as the background, color of the icons, line, input value for item, completion time and due date, all that are user friendly. These improvements have been made based on the choice and flexibility of the users. The user can not only face any difficulty to get an idea about the aspects but also will be able to point out the design aspects clearly.

**Cognitive Walkthrough:**

Inspection Questions:

1. Representation: Is the system state appropriately represented to the user?
2. Attention: Will the user attend to and interpret the representation?
3. Evaluation: Will the interpretation provide a sufficiently correct understanding of the system state?
4. Goal: Will the user want the system to do something specific?
5. Intention: Will the user decide to manipulate the system?
6. Specification: Will the user know what action to take (what controls to use)?
7. Execution: Will the action be correctly performed?

Date: 6<sup>th</sup> December 2021

Inspection Conducted By: Md Sakif Al Mohaimen

User Task (Primary Goal): Add an item.

User Profile: A typical user is assumed already familiar with react in general, and some knowledge of java script.

Materials: A laptop with internet and necessary apps.

Notes:

Walkthrough Steps:

1. Launch the app as described in the project description.
2. Enter item name, completion time (if any), due date (if any).
3. Press “Add” button.

Step 1: Launch the app.

Question	Observations	Answer	UX/UI concerns/suggestions
1. Representation	All apps icon is standard.		
2. Attention:	Assume user is familiar with all icon.		User launches app easily.
3. Evaluation	Same.		
4. Goal	Launch the app.		
5. Intention	Check whether user can add item or not.		

6. Specification	
7. Execution	User adds item easily.

## Step 2: Enter item

Question	Observations	UX/UI concerns/suggestions
1. Representation	User can type item name.	
2. Attention:	User knows how to type item name.	User enter item name and info. However, user had trouble to convert hours into minutes.
3. Evaluation	Same.	
4. Goal	Enter item name and other info.	
5. Intention	Check whether user can add item or not.	

6. Specification	
7. Execution	User enter item name and info easily.

Step 3: Press “Add” button.

Question	Observations	UX/UI concerns/suggestions
1. Representation	User is familiar with the “Add” button.	
2. Attention:	User know how to click “Add” button.	User adds item easily.
3. Evaluation	Same.	
4. Goal	Add item.	
5. Intention	Check whether user can add item or not.	

6. Specification	
7. Execution	User adds item easily.

### Testing:

For the pre task analysis, the task can be to see whether the user faces any difficulties related to the UI/UX prototype designing.

Test goals, Interface description, target tasks as well as scenarios are needed for test essential.

Test goal- Finding problem related to UI/UX prototype design. Finding challenges for the user, that are making the user experience bad.

Scenario- User goes through the app and run every functionality. User can add, edit, mark, delete item easily. User can put completion time as well as due date.

Target tasks: The user did not face any problem or difficulties related to UI/UX prototype design. However, user had some problem on converting hours to minutes for filling up the completion time box.

### Overall Conclusion:

After completing the HTA, cognitive walkthrough and testing, the poor side I have faced about the app is completion time is only in minutes. If a task requires 5 hours to complete, then the user must convert the time into minutes and put that on the completion time box. So, for next app improvements this problem

should be included to make the app more user friendly. The user can put the completion time in hours or minutes according to the user wish. That will be the goal for the next app improvement.

**Code Effort:**

Most of the coding parts are done by me. Although I took some help from online websites as well as YouTube to get an idea of react calendar, react hooks etc. But the coding part is completed by me.