Sam’s ICU App Testing

This is the document where you will run through a series of tests and give feedback based on these tests and the overall experience of the application.

# Test 1: Login to the application

Login with the User ID “111112”

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

There is only one place possible to type which means no mistakes by the user can be made. Very easy to understand where to type.

# Test 2: What is the name of the user?

Go onto the “Information” page, what is the name of the user?

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

Text is clearly laid out with just simple facts, easy to understand.

# Test 3: Entering a goal

Go onto the “Goals” page and enter a goal.

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

The colours of the buttons help you to know which buttons to press. Because the ‘hospital goals’ and ‘your goals’ are in separate boxes it isn’t confusing.

# Test 4: Marking goal as done

On the “Goals” page, mark the “Have 2 Meals” goal as done.

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

Easy because this button is in bright green next to the text.

# Test 5: Exercise steps

On the “Exercises” page click on arm curls. What is the first step?

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

Easy because of the ‘view button’. This made it clear where to click on the screen and that it leads to another page. Step one was easy to find because of the layout.

# Test 6: CPAX score

On the “Progress” page what is the score for January?

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

4

User notes:

The number under the line makes it easy to see the score number. It isn’t clear what each dot on the line stands for.

# Test 7: Achievement adding

On the “Progress” page enter an achievement.

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

The text to ‘add new achievement’ makes it clear to see where to typo. The colours of the buttons clearly indicate where you need to press on the screen.

# Test 8: Achievement adding

On the “Progress” page delete the achievement you just made.

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

5

User notes:

The red colour of the button indicates that this is a delete button very clearly. It is helpful that the button is right next to the text to be deleted.

# Test 9: Logging out

On the “Settings” page log out of the app.

How easy was this to do, out of 5? (5 being extremely easy and 0 being Extremely hard):

4

User notes:

Easy because it is the only button on the page, and it clearly stands out in the bright red.

# Any Additional Feedback?

Please provide any additional feedback in the box below:

The use of colours throughout the app is very effective. The pastel colours of the background contrast well with that of the buttons, making it very clear where to press and for why.

It is not obvious on the homepage how to logout, but this is very clear when you press settings, however this might be good because you can’t accidentally log out.