User Test low fidelity prototype

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# Prototype

Graphical user interface, application

Description automatically generated

# Test

The user test was conducted in order to receive initial feedback on the first version of the low fidelity prototype for the roadmap app project. Students were shown the image above, and were roughly explained the concept of the application. They then provided information on what they thought were good implementations and bad ones. The results are compiled into a list of likes and dislikes about the prototype. Four different students were asked, all from different studies.

# Results

The results that were found when asking students for review were compiled in the list below.

* Home screen is cluttered
* Progress bar should be on the bottom of roadmap screen
* Edit and delete functions on a roadmap should be hidden behind a settings button
* Bottom bar could be replaced with hamburger menu and a drawer menu
* Suggestion based on the name entered instead of just the keywords
* New roadmap doesn’t have to take up an entire screen
* Roadmaps should be numbered/ordered
* To-do list home screen is not intuitive
* Checkmark instead of crossing out checkboxes on home screen
* Add-button is very clear
* Bottom navigation is nice and accessible