User Tests

<u>User test 10/12 - 2024.</u> Think-out-loud test with little to no help or explanation by the developer.

The user experienced the purpose of the page to be unclear, specially at the main page. There was nothing pulling the users attention to the team builder and kept trying to look at the "my teams" and "browse team" pages and didn't understand why nothing was there. The user did not understand what the random pokemon on the main page did.

The user was then directed by the developer to the team builder page. The user started collecting pokemon for the team and inspecting them. On the inspect page it was not clear how to get back to the search page. There was nothing indicating how many pokemons the user had and how many free spots were left and had to keep scrolling up to the team at the top of the page to check how many free spots there were and which pokemon was in the team. The user pointed out they could not inspect the pokemon at the team builder

After the team was built the user tried saving the team to profile. Nothing happened since the user was not logged in and nothing happened at the teambuilder visually. The user tried to check the "my teams" page but saw nothing there.

<u>Implemented solutions:</u>
1. To signal that the team has been saved to the profile when a team is successfully saved, the teambuilder page is reset and the slots and teamnames become empty again.
2. My teamspage is now hidden behind a dropdown menu called profile before login.
3. The other pages are still usable when not logged in but will change depending on if the user is logged in or not. At the teambuilder page the "save team" button is hidden and now has a message "login to save teams!". At the browse teams page the like button is hidden but the amount of likes is still displayed.
4. Now the user can inspect the pokemon at the top of the page when building a team.
5. For clarity there are popup notifications when adding or removing pokemon to the team. There are green popups clarifying that the pokemons are added or removed, and a red one when the team is full. This works both in the teambuilder and if pressing "add to team" in inspect view.
6. To direct the users attention to the teambuilder (which is essential for the app) we direct the user there on login, and back to the main page on logout.
7. The main page had a significant redo from the first prototype:
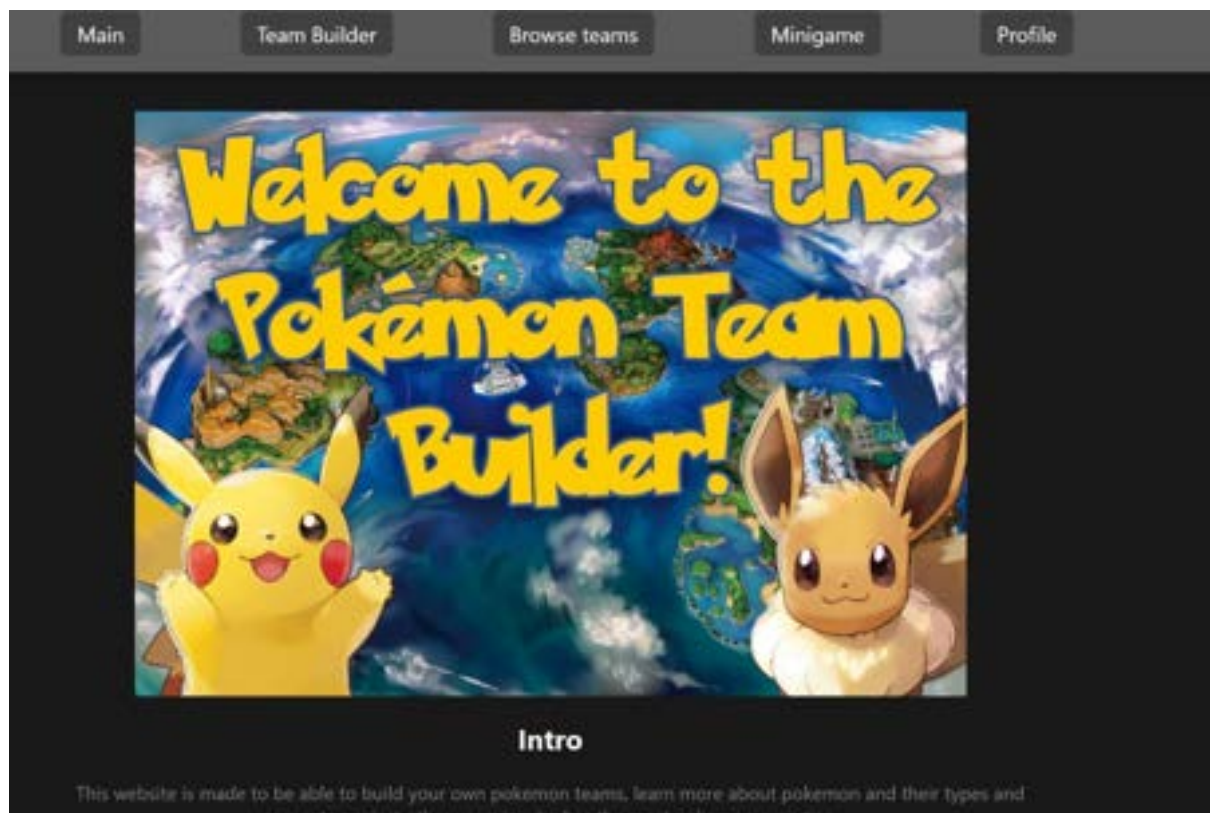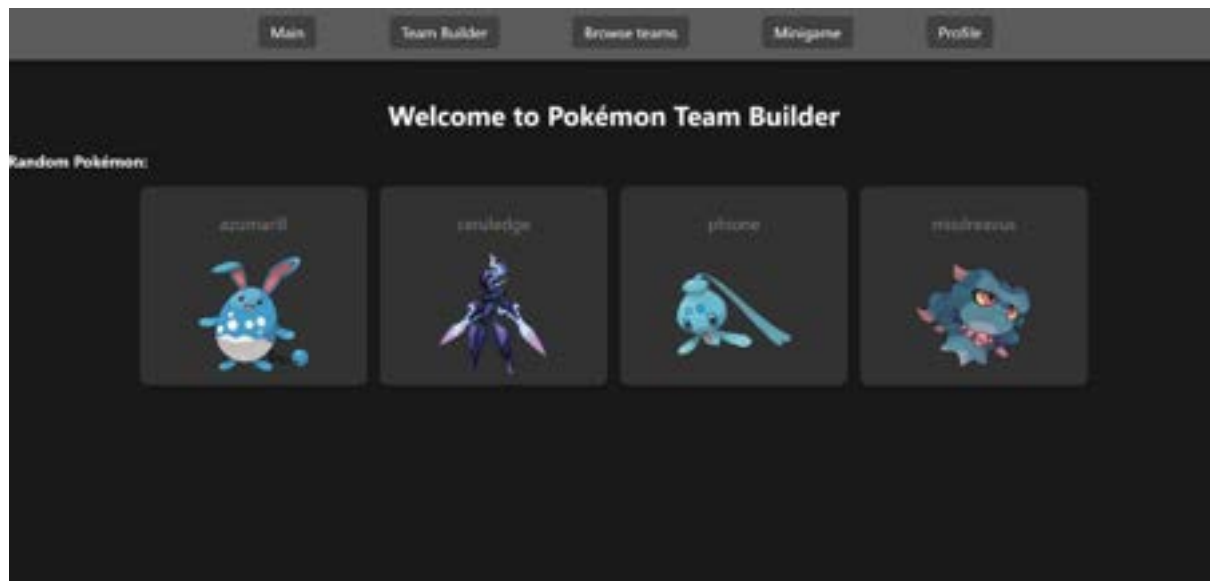
<u>User test 16/12-2024</u> We got some feedback from another user in regards to both styling and content on the pages:

The fairy type image is not existing and not working properly (the different pokemon types that can be viewed at the pokemon builder). The pokemon inspect page is not styled properly and requires more information.

More text on the main page, maybe have fewer pokemon with some fun trivia or something. Random pokemon text should be centered or at least not in the edge.

Pokemon cards for the whole app should have consistent styling.

Some type of magnifying glass icon or alike for the search input bar in the team builder, to make it more clear that it's a search and it looks nice.

Bug with the notification center div, it blocks access to certain buttons and pokemon cards in the teambuilder view.

When the website is deployed users can't log in.

The save team button has no feedback and the same with deleting a team. The edit team button doesn't work at all.
The browse teams page has too much stuff in it and every user could have one selected "displayed team" that is the team that's visible to other users.

Note: A lot of the feedback was addressed in the other tests and only new solutions will be listed here.
<u>Implemented solutions:</u>

1. The inspect page was not structured properly. There was only the imported feature we implemented (the spider chart), a picture of the pokemon and its name. There was an "add to teams" button but it was hidden on the bottom of the page and required scrolling. We added the stats, a short flavor text/description, and structured the page so that it all fits together better.
2. There was a bug where the user could not login when the app was deployed that has since been fixed.
3. The pokemon cards have consistent styling between the main page, browse teams, my teams and edit teams pages.
4. The save team button was already addressed but the edit teams button has since been fixed and takes you to a separate page. At testing the edit button simply replaced the "current team" in teambuilder but has since been moved to its own page to not mix up the two concepts. It is now possible to start building a team, go to your teams and edit a team, then go back to the build team and see that same team you started building there.

5. On the feedback of having a profile "displayed team" that is not something we implemented. For this project and small number of users we felt it not necessary and more bloated the amount of functions for a user. But if enough teams are added and the page grows it is reasonable to think a user could want to have both private and some public teams, a default team to display on their page and to minimize the browsing teams page. With that said after some discussion we decided not to implement that.

When scrolling among the pokemon and clicking to add to team the box becomes lighter but it lacks clarity that a pokemon has been added.

You can add multiple pokemon of the same type but when removing one all of them disappear.

The website is fast as it is but there is a lack of "loading" to signal to the user that the website is still working to render or fetch something if the website is expanded on.

The deployed website login doesn't work.

The browse teams page is 404 not found.

Note: Most of these notes are bugs or things that are already addressed but some of it was helpful to progress the website.

Implemented solutions:
1. Adding multiple pokemon of the same type we think is ok and a design feature by choice, but removing all of them was a bug that removed by pokemon id and now removes by "index" in the team.
2. Plenty of loading has been implemented. A loading gif for big things like the search result when building the pokemon team and in some cases smaller text "loading" in the individual pokemon cards when building a team where a picture didn't fit the format.
3. The browse teams page was not at all developed at the time of this review and has now since been built.