

## **Human-Machine Interaction**

2017/2018

# Study Helper

Stage 6: Evaluation results and presentation of the final project



## **Authors:**

45356, António Ferreira 45412, Francisco Cunha 45640, Luís Martins Lab Class: P4

**Professor:** 

Teresa Romão

#### What the Evaluators Pointed Out

"O projeto foi entregue no dia 25 de Novembro e este relatório foi enviado no dia 30 de Novembro. No nosso ponto de vista, a aplicação está bastante bem desenvolvida, dai a falta de problemas encontrados da nossa parte."

Nº	Problem	Heuristic	Description	Severiry	Solution	Screenshot
1	Criar	Visibility of	Sabendo á		Talvez	
	Categoria a	system	partida que o		disponibilizar	
	quando da	status.	backend das		logo a	
	criação da	Error	categorias não		categoria	
	Task	Prevention	está		exame para	
			implementado a		ser	
			100%, no terceiro		selecionada e	
			cenário pedem	2	quando se	
			para atribuir a		clica no botão	
			categoria exame		criar nova	
			ao evento, mas		categoria	
			esta não existe e		mostrar uma	
			quando tentámos		mensagem de	
			criar não		erro ou de	
			conseguimos.		funcionalidade	
			Carregamos no		indisponível.	
			botão e nada			
			acontece.			

#### Thank you for the kind words first!

Embarrassingly, the *only* category we were missing (out of 12 hand-picked ones!) was the *only* category that effectively was part of a scenario... This happened because we updated the categories a few times *after* performing the scenario tests – not the greatest idea - and so we ended up deleting the single major one...!

Because the category backend wasn't fully functional (nor it was planned to be), It wasn't intended for the testers to create categories on the spot. The *Exam* category should've been there, ready to pick, during the third scenario. That has been fixed right away.

## The Final Changelog

We mostly used this short period of time to tweak the application here and there, based on details we noticed in the meantime. This was effectively our final, *official* changelog, and the changes were as follows:

## - Added Exam category.

Well, obviously this had to be fixed!

## - Standardized font weights.

The font weights on the headers of some scenes/screens were not matching the common style. Although subtle, these were noticeable.

## - Fixed a few typos.

Once again, subtle but definitely there.

#### - Normalised the colour of some buttons.

This mostly involved tweaking the grey-scale colour of some buttons, but also changing the tone of some others, which looked a bit off of our colour palette.

#### - More informative popup text.

Some of the text displayed in our popup modals was a bit bland. It has now been reworked, and so it's much more user-friendly.

E.g.: changed from "Are you sure you want to delete this task?" to "Are you sure you want to delete 'Do the laundry'?"