

Prototype and Testing Protocol

INFO 442 - Group 03

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Will you create an interactive prototype before you begin coding (e.g. using Figma), or will you simply work from what you put together for the other Milestone Deliverables?

We will not be using Figma since we already have a Miro board for our design and we think that our solution is simple enough to visualize without an elaborate interactive prototype.

How will your team test the solution before beginning user testing?

We plan to test out each functionality from our P0-P1 before starting user testing and then we will be gathering feedback from potential users and stakeholders.

How will you conduct user testing?

We will recruit potential users and invite them to do either 1) an in-person walkthrough and take notes of their experience or 2) online user testing via platforms like Zoom. We will start with the home page and ask about their thoughts, as well as what they think they can accomplish. We will give them the freedom to navigate through the website without guidance to see if our affordances on the website work and to uncover any potential bugs within our platform. We will then ask follow-up questions and gather suggestions and feedback.

How will you decide which bugs to fix first?

We will fix bugs based on the priority of the features we plan to implement and the severity of the issues. We plan to report the bugs to the other team members to prevent any additional bugs when pushing our code to the master branch. In addition, we will also be using git branches and pull requests to minimize the number of bugs that are merged into the master branch. In the cases where we have bugs, we will be using 'git rebase' and 'git logs' to revert our change to the previous state of the master branch.

How will you re-test the solution after the bug fixes have been completed?

We will begin by running through all unit tests to ensure that all key features from P0 - P1 are performing effectively. We will also conduct a walk-through of our app to see if it is functioning as expected. If the app is still in development, we will perform another round of usability testing from potential stakeholders to collect feedback on how to better improve the solution when stepping into the next stage of development.