

Group 4

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Project Name: EquiCare

INFO 442: Prototype and Testing Protocol

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1. **Will you create an interactive prototype before you begin coding (e.g., using Figma), or will you work from static wireframes?**

We have been working on the low-fidelity wireframes until now; however, before we begin coding, we plan to create interactive high-fidelity prototypes using Figma to visualize the final prototype and how we want it to look. This will include creating wireframes for the home page, login page, quiz page, shared calendar page as well and the resources page.

The interactive prototype will allow us to visualize and get an idea of what we want our prototype to be. Users will be able to click through the different buttons, navigate between pages, and experience the overall flow of the website. This process will allow us to visualize the interactions, layout, and user experience before writing any code.

We chose to use Figma since all team members have experience using it, and it lets us create interactive prototypes with multiple interactions and clickable elements. Creating an interactive prototype also lets us incorporate peer and internal feedback in the process, allowing us to refine the design, improve usability, and make needed improvements before implementation.

2. **What are the acceptance tests that your team will perform before beginning user testing? Describe the acceptance testing process for at least two key features, including which results would indicate a successful test and which results would indicate a failed test.**

For our project, we will conduct acceptance tests to ensure that the major features function as intended before proceeding to user testing. All team members will perform the tests before implementing any changes.

The two features we will conduct acceptance tests for are the Date Night Quiz Feature and the Shared Calendar Feature:

#### **Feature 1: Date Night Idea Quiz**

This feature is going to be the first thing a user does when they log in to our website. The quiz will have questions to gauge an understanding of the user's personality and likes/dislikes to suggest date ideas.

##### **Test Steps:**

1. User A and User B will complete their personality quizzes separately.
2. Users will understand the results for potential date night ideas based on their responses.

3. Users can talk about their results with each other to see if there are any overlapping suggestions to plan shared date activities.

Acceptance Test Success Criteria:

1. Each user's quiz submission gets saved.
2. Shared suggestions of date night ideas are based on matching responses (e.g., both select "Movie Night").
3. Results of the quiz show up after submitting the quiz.

Acceptance Test Failure Criteria:

1. The quiz does not get submitted.
2. Accepts more than one answer for single-select multiple choice questions.
3. Results do not get produced.
4. Firebase fails to save and store data correctly.

**Feature 2: Shared Calendar**

This unique feature allows partners to share their calendars to add, view, and delete events while also uploading images to commemorate their milestones.

Test Steps:

1. User A logs in and adds an event (e.g., Ultrasound appointment - Nov 6, 2025)
2. User B logs in and checks if the event appears on their calendar

Acceptance Test Success Criteria:

1. The event appears on both users' calendars.
2. If one user deletes the event, it gets deleted on both accounts unless stated as an individual event.
3. Firebase has real-time updates.

Acceptance Test Failure criteria:

1. The event is not visible to the partner.
2. Calendar updates do not sync properly between users.

3. **What are the limitations of your acceptance tests? List some of the ways that your team's in-house testing environment may differ from the context in which your expected users will be interacting with the product.**

The limitations of our acceptance tests are:

- Control Environment: Acceptance testing will take place under stable Wi-Fi, and users will be able to access the site on mobile devices as well
- Browser Compatibility: We will primarily test on Chrome, which may not reflect performance on other browsers such as Safari, Edge, or mobile browsers.
- User Context: Acceptance tests cannot fully replicate the emotional and interpersonal context that actual expecting parents experience when interacting with the app.
- Limited Feedback: Since testing will be conducted by team members, it may not highlight all the usability issues that real users could encounter.

4. **How will you conduct user testing?**

After successful acceptance testing, we will conduct user testing with 5-7 individuals who are expecting parents or individuals in relationships who are planning to get pregnant soon. We plan to use Figma prototypes for initial usability testing, and later test our functional website for user interaction testing.

- Prototype testing: For our initial usability testing, we will use Figma prototypes to observe how users navigate and interact with the app.
- Functional testing: Later sessions will use the live website to test the real interaction with features such as the quiz and shared calendar
- Recruitment: Participants for user testing will be recruited from our personal networks of friends and family.
- Testing environment: We will have virtual sessions, where users will be asked to complete tasks such as planning a date night using the quiz.
- Observation/feedback: Throughout our testing, we'll record user interactions, any potential usability issues, and qualitative feedback to help with making adjustments as needed.

5. **How will you decide which bugs to fix first?**

We will decide which bugs to fix with the different priority levels we have for the features. We will prioritize fixing P0 features first if they have bugs. For instance, if there

are issues with logging in and saving data in Firebase, we will prioritize that since our main features require data saving. P1 features, such as navigation errors, incorrect display of results, and milestone tracking, will be the second to follow, as those are functional but non-critical issues. Minor visual or layout issues will be a P2 since they aren't our main priority. This prioritization ensures that features necessary for user experience and data management are fixed first.

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

After fixing each bug, we will test the website again to ensure that everything still works correctly and that the bug fix didn't cause new problems. We will ensure this by:

- a. Re-running our initial tests on the parts we changed to fix the bug to confirm the bug is resolved.
- b. Making sure that Firebase is storing and saving all the data.
- c. Having team members try out the site after every fix to ensure overall functionality is working as intended.
- d. Maintaining a detailed documentation of tests performed, bugs fixed, and any remaining issues to track progress and make sure nothing is overlooked.