Group name: Ocean's Five

Group number: Group 6

Student names: Owen Schaff, Lucas Swanson, Evelyn Goodman, Meher Seera, Brendan Keane

[Figma Link]

The Prototype and Testing Protocol should detail how you plan to visualize the solution before you code it, and how you plan to test it after initial coding has been completed.

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

For our project, we decided the best way to make sure that we are all on the same page for how our project will work and operate, we are creating an interactive prototype. This was done using Figma and is linked above.

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.

1. **Test #1 Modal functionality** — we will construct tests to make sure our modals for the information of each unique card is populated with unique information.

   Acceptance criteria:

   a. Icons change according to the weather, wave height, wildlife cards
   b. Address and location title are correct based on the card that was selected
   c. Modal open and closed functions don't reload the page.
   d. Failure: modal does not open or close, or reloads page when closed
   e. Failure: when a user opens a modal for Location B, the text content displayed is static and shows location A information.

2. **Test #2 Filter functionality** — we will test that when the filter form is changed, the cards on the location page are sorted accordingly

   Acceptance criteria

   a. All results match the constraints set by user
   b. Cards disappear when they do not match criteria
   c. Failure: location cards do not change when a filter is applied

How will you conduct user testing?

In order to conduct our user testing, we are going to be following a user through them using the application. Each member of our group will interview someone we believe would be similar to a user persona we are envisioning: someone who enjoys traveling and exploring. Overall, we will have interviewed five people. We have some predetermined questions to ask the user as they operate the prototype. This is our script:

- Script:
  - Landing/First page:
    - Impressions of first page
    - What does this website do?
    - Where do you want to click next?

- - ■ Can you see how to get to the location page?
    - ○ Location page:
      - ■ Are the locations clear to you?
      - ■ How would you favorite a location?
  - ● Learning page:
    - ○ Is the information easily digestible?
    - ○ Do you have any suggestions on how to make this best fit your needs?
  - ● Donate:
    - ○ Does the website make you feel inclined to donate?
    - ○ Can you easily pick an organization?
  - ● We would like to have the user talk allowed as they use the website:
    - ○ Are there any blockers or any friction while using the application
    - ○ Make sure our design choices make sense for them as well

How will you decide which bugs to fix first?

To decide which bugs we would like to fix first, we are first going to check if there are any bugs that make our product fail. If there is a bug that is stopping our product from running, we are going to fix that first. After those issues are resolved, we want to make the process of using our application as smooth as possible. Thus, we will focus on creating a frictionless interface based on how our user testing goes.

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

Finally, we will re-test our solution by redoing our user testing with the same script on a new set of people. This time we will only interview three people and hopefully be able to create a frictionless and bug-less experience for our users!