Task 4: List out and explain 2 main functions in the prototype.

The first main function in the prototype is Sign-up new account page. Admin able to assign and manage roles because there have thousands of students who need to access the student buddy system. Moreover, the system could record personal information and track users’ data. It is simple to keep track of who is making changes their profile, who is playing mini game, and how students are communicating with the international students when every user has an account. Furthermore, admins are particularly concerned in keeping track of who is doing what so that any future issues, whether failures or successes, may be correctly ascribed.

The second main function in the prototype is Forgot Password button. Users who have forgotten their password can unlock, retrieve, or reset it by sending the verification code to their g-mail account. If this feature does not implement in this system, students will be having trouble that they need to contact or meet the admin. This will waste a lot of time to do unnecessary things.

Task 4: Usability Test Questions

1. What would make you decide to use our student buddy system?
2. I noticed you always reject friend’s suggestions before. Can you tell me why?
3. Did you notice whether there was any other way to ice-breaking like playing mini-games or send Tenor or GIPHY to new friends through messenger?
4. Can you tell me what you think of the compatibility quiz? Please explain.
5. What do you think of the layout of the homepage?
6. What do you think of the mini-game experiences?
7. What do you think of the condition of being a buddy?
8. What was your overall experience for our student buddy system?
9. What was the best thing about our student buddy system?
10. What did you like the least about our student buddy system?
11. How would you change or add something for our system to make it better?