

Usability study-Wall Street Wagers

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Testcase:#1

Summary of key findings

As part of the goal of making our website more usable, it was subject to some tests mainly done by outside users. The main objective of the website is to create a space where the users were betting on stocks preferably after researching circumstances surrounding the stock previously. This particular user was more interested in the UI aspect vs game logic. Mentioned that the app wasn't rendering on the mobile phone correctly. Had issues with the navbar not being in the correct position but was delighted with the fact that they could navigate easily from page to page

Who you tested with

Individual 1 was from a UI design background

What the tasks were

Login/Register

Try to start a single player game

Try to start a multi-player game

Logout

Results

- **Bugs**

- Not rendering well on mobile. Although we added the tag for mobile rendering in the HTML, users were dissatisfied with the way each page rendered on the screen
- Navbar was not rendering properly: Was a source of distraction for this user

- **Usability problems**

They disliked the fact that they had to wait for the results of their bets to come but after describing the principles of betting it soon became clearer the idea of betting

- **Postive feedback**

Although the bugs were numerous, they enjoyed the use of material UI and the ever present buttons that helped them navigate from page to page. They loved the use of unique fonts in the headers and how it complemented the rest of the page

Future work/Improvements

Better UI

Better form validation

Better game logic