**Road Inventory Updates (RIU) Application: Test Procedures**

Complete the following steps and log the answers to the questions in the space provided. Please note any and all issues with functionality on the last page of this document. Also use this space for any positive or negative feedback which we can use to enhance the application.

Estimated Testing Time: 2 hours

Completion Due Date: C.O.B. Monday, December 7th, 2015

1. Double click the updates.html file to open in a web browser. Google Chrome is preferred. Which browser are you using for these testing procedures?

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1. The Sign-In dialogue will appear first. Attempt to explore the map; can you interact with the map in any way?

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Complete the Sign-In form to enter the application. Use the following access code:

|  |  |
| --- | --- |
| County Roads | porksoda |
| Local Streets | raindogs |

Which Organization did you choose?

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1. Explore the webmap. Pan and zoom. The current road inventory will be drawn. Click on roads to pop up a window of the clicked roads’ attributes.
   1. Find the basemap gallery. Were all the basemap thumbnail/images showing when you first opened the basemap gallery? \_\_\_\_\_\_\_\_\_

If not, click the left/right arrows to scroll through the carousel. Did all the images appear? \_\_\_\_\_\_\_\_\_\_

* 1. Change the basemap. Which basemap did you choose?

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*Move your cursor to the very bottom of the map to reveal the basemap gallery carousel. Use the left/right arrows to scroll through the options. After choosing a basemap, move your cursor to the very bottom of the map to hide the basemap gallery.*

1. Can you find the Table of Contents/Menu?

Click each header to open that section of the menu and note if any section seemed to have issues.

1. Click the ‘Edit’ header in the menu and pan/zoom into the spatial location of your chosen organization.
   1. Click the green ‘Add Road’ button within the template box. This will enable your cursor to draw a new road to be added to the inventory.
   2. Click to begin drawing the road you wish to add to the inventory. Continue clicking to add vertices and double click to end drawing.
   3. Hover your cursor over the road you have just drawn. The cursor will take the shape of a pointer finger hand. You can now click the drawn road to open a pop up window and populate the attributes. Complete the various attributes and leave a comment if you wish. Click anywhere on the map to close the pop up window.
   4. Repeat steps **a** through **c** at least four times and note any issues.
   5. Click the red ‘Remove Road’ button within the template box. This will enable your cursor to draw a new overlay to be removed to the inventory.
   6. Choose a road (or portion of) currently in the inventory to be removed. Click one end of the road to start drawing and continue to click to draw the entire road (or portion of) which you would like to be removed. Double click to end drawing.
   7. Hover your cursor over the road you have just drawn. The cursor will take the shape of a pointer finger hand. You can now click the drawn road to open the pop up window and populate the attributes. Since this road will be removed, the only attribute you need to populate would be the **Comment** field. Fill out short reasoning as to why the road is to be removed.
   8. Repeat steps **e** through **g** at least four times and note any issues.
   9. Click the yellow ‘Update Alignment/Attributes’ button within the template box. This will enable your cursor to draw a new overlay to be removed to the inventory.
   10. Choose a road (or portion of) currently in the inventory to be updated. To update an attribute, click one end of the road to start drawing and continue to click to draw the entire road (or portion of) which you would like to be updated. To update an alignment, click where the alignment is to be changed and continue to click to represent the new alignment. Double click to end drawing.
   11. Hover your cursor over the road you have just drawn. The cursor will take the shape of a pointer finger hand. You can now click the drawn road to open the pop up window and populate the attributes. If you are only updating attributes, the only attributes you need to populate would be ones with values different from the current inventory. If you are updating an alignment, populate the **Comment** field with ‘alignment change’.
   12. Repeat steps **i** through **k** at least four more times and note any issues.
2. Click the ‘Download’ header in the menu. Does the dialogue under this header make sense to you? If not, please note such on the last page of these procedures.
   1. Download a copy of the Data & Schema for your chosen organization in a File Geodatabase format. (This may take several minutes).
   2. Unzip the download and open the feature class within an MXD. Visually compare the feature class roads to the displayed roads within the application. Do they all seem to be there? \_\_\_\_\_\_\_\_
   3. Open the attribute table and review the records. Does the data seem *normal* or are there large amounts of NULL values?

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* 1. Repeat steps **a** through **c** but choose to download the data in a Shapefile format instead of a FGDB. (This may take several minutes).
  2. Are the field names truncated in this Shapefile format? Did you expect this to happen?

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* 1. Download a copy of the update ‘Schema Only’. Note you can only download this template in a Shapefile format. Unzip the shapefile to a local drive location and open it in ArcMap.
  2. Bring reference layers into the MXD (counties, districts, cities, etc.). Begin editing the shapefile and draw at least 13 hypothetical roads within the general locale of your chosen organization. When each road is complete, populate the field attributes (they can be anything, have fun with it!).
  3. When editing is completed, end your editing session and save your edits. Close the MXD. Zip up the edited template shapefile. The zipfile can have any name you desire but remember the location as we will be using the zipfile in Step 7.
  4. Export at least one of the reference basemap layers used in editing to a Shapefile. It is suggested that the layer is queried to relatively related features to your chosen organization, but not required. Zip up the exported basemap layer shapefile. The zipfile can have any name you desire but remember the location as we will be using the zipfile in Step 7. Multiple basemap layer shapefiles can be zipped up in the same zipfile.

1. Click the ‘Upload’ header in the menu.
   1. First we will upload our basemap layer(s) zipfile for display/reference within the map. With the ‘Display Only’ option displayed, click ‘Choose a File’. In the explorer pop up, navigate to your basemap layers zipfile and click to ‘Open’.

How many shapefiles were in your zipfile? \_\_\_\_\_\_\_

Did all of the shapefiles display? \_\_\_\_\_\_\_\_

Would having these (or other alternative basemap) shapefiles uploaded have been beneficial when using the editing tools to draw and submit inventory updates?

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* 1. Choose ‘Upload Submission’ from the dropdown within the Upload section of the menu. Click ‘Choose a File’, navigate to your edited template zipfile and click to ‘Open’.

Was your upload successful? \_\_\_\_\_\_\_\_

If not, what was the error which displayed? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (Try again. If it fails a second time, email Adam).

Are your uploaded changes interactive, as if you drew them with the editing tools? \_\_\_\_\_\_\_\_\_\_

Would you prefer submitting changes through the editing tools in the webmap or by bulk upload as we have practiced here in Step 7?

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1. Click the ‘Upload’ header in the menu.
   1. What resources are listed?

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* 1. Click each of the links listed, did they work? Which ones did work?

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*(Don’t worry, those specific links don’t work because they have not been prepared yet)*

* 1. What other resources or reference material would you like to see listed?

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1. General Questionnaire:
   1. Did you find the application to be intuitive? Did you feel a need for instruction in general functionality?
   2. Was the *clean* and aesthetically appealing?
   3. If you were to boast and rave about a specific part of the application, which would it be?
   4. If you could physically smash and light on fire a specific part of the application, which would it be?
   5. Would you imagine the application would make sense to a non-TxDOT employee?

Please note any functionality issues here:

Feedback: *ex. What did you like? What didn’t you like? What was intuitive? Did all the wording/dialogue make sense? What would you change and how would you do it differently?*