**Project Description**

The Cap-Ice product will have a medium of accessing the capabilities of the device through a mobile app to control the device at the convenience of the user’s fingertips. The app should have the right number of features to turn the device on or off and control the speed of the cooling system, with a way of monitoring the battery percentage of the Cap-Ice as well.

**Requirements Summary**

|  |  |  |
| --- | --- | --- |
| **MINIMUM REQUIREMENTS** | Processor Cores | Single Core |
| OS | Android 4.4 (KitKat) |
| RAM | 2 GB |
| **RECOMMENDED REQUIREMENTS** | Processor Cores | Quad Core |
| OS | Android 8.0(Oreo) |
| RAM | 4 GB |
| **OTHER REQUIREMENTS** | Permissions | Notifications and Storage |

Table 1. System Requirements

The application would not have any intensive resource requirements, so any device should suffice to be able to run the app.

**Overview**

In evaluating the device and the application, some evaluation techniques and conditions should be set to create a way of observation in what is needed from the project, and what needs to be changed. The evaluation plan is as follows:

**Technique: Questioning**

A test user will try out the application prototype, where in these questions will be asked after testing the app

1. **How does the application function?**
2. **What features should be added?**
3. **What features should be changed?**

This evaluation plan will help in catering specific needs of people who will be going to use the subject, as well as a general idea of how the application is perceived.

**TESTING**

The questioning was done online, where the users try out the application and answer the questions after testing

**Data Presentation**

**User #1**

**A black and white screen

Description automatically generated**

**User #2**

**A black and white text

Description automatically generated**

**A black and white screen with white text

Description automatically generated**

**A black square with white text

Description automatically generated**

**Data Analysis**

In observation of the given data, the answers to the questions show positive response and indication that the application does its intended purpose.

**Design Implications**

For the application to cater to a specific need, the prototype should have an option to add multiple devices, as a user may have multiple devices that they would like to use. Other than that, it can be said that the application is efficient enough to access the physical device wirelessly.

**Critique and Summary**

In conducting the evaluation, it is worth noting that the user numbers are not enough to create a diverse opinion on the project, as it is only sparse. For the device application to cater to most of the people’s needs, it would need to have a big sample data to collect a general agreement and specific needs that everyone has with the product. It can also be said that through actual testing of the device, where the device functions properly, is where further improvements that are major can be made to the overall project, compared to a prototype of the application alone. With better time management, a better evaluation plan could also be conducted, along with a better sample size as mentioned earlier.