Design Journey Part 3

Group name: Group1Section212

Members' names: Michas Szacillo , Eric Li, Austin Lin, Karen Zhou

Members' NetIDs: mas744, ezl, aml276, koz2

Section: 212

Part 1: Necessary Information

1. Please provide us your login username and password
(if your site has multiple login systems, please specify which username and password corresponded to which login system)

Username: admin

Password: password

2. Please provide us your DB login username and password

We are temporarily using our phpmyadmin account. The client will easily be able to change the config file to use any database of their choosing
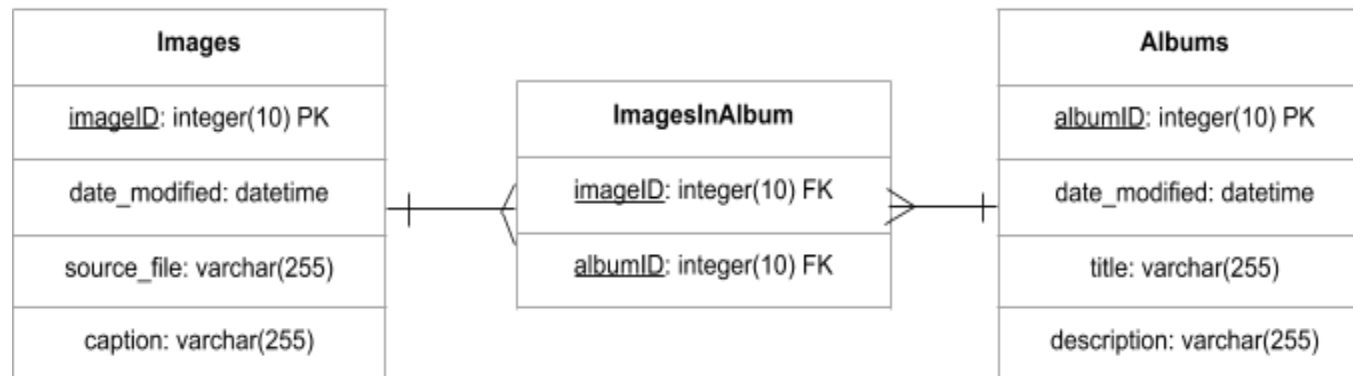
Username: aml276sp16

Password: password

Part 2. Database Revision and Implementation

Include your physical ER diagram here and describe any changes you made based on feedback from the previous milestone. Also describe the physical ER diagram (tables, fields, keys, and relationship, please see lecture 17 slides 21).

In the last milestone feedback, the grading TA told us that we were taking on too much, which may make it hard for us to do well. Because of this, we discussed with our client on the possibility of downsizing the scope of our website. It turns out that blog portion of the site was unnecessary, as it could be hosted on one of the many free blog sites on the internet, so we cut out that portion from the database, lowering the scope of our project.

Image Gallery:

Images		ImagesInAlbum		Albums
imageID: integer(10) PK				albumID: integer(10) PK
date_modified: datetime		imageID: integer(10) FK		date_modified: datetime
source_file: varchar(255)		albumID: integer(10) FK		title: varchar(255)
caption: varchar(255)				description: varchar(255)

Mailing List:

EmailList
email: varchar(255) PK

Login System:

| Login |
|---|
| username: varchar(255) PK |
| passwordHash: varchar(255) |

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The "Image Gallery" is a simple image gallery that is meant to show off screenshots and concept art of the game. Developers with an admin account can login and add/edit images and albums. The **ImagesInAlbums** table will facillitate the many to many relationship between albums and images, as one image can be found in multiple albums and one album can contain multiple images. **Albums** will also contain data for the date it was last modified, as well as its title and description. **Images** will contain data for the date it was last modified, its source file, as well as a caption to describe the image.

The "Mailing List" will have a single simple table that contains the game's mailing list. People who subscribe to the mailing list will get automatic email updates whenever there's news about the game.

The "Login System" will contain the username and password-hash for admins of the site. Admins will have full control over the Image gallery, and will be able to make changes to it by creating new images and albums as well as editing those that are already there.

WEBSITE SKELETON:

Revised website is getting rid of the blog, and gallery on a separate page. This is to make the website more simple, and make the layout less confusing. A sketch of the final product is found below, at the moment we only have blank, colored backgrounds. These will be replaced once our designer sketches the necessary backgrounds.
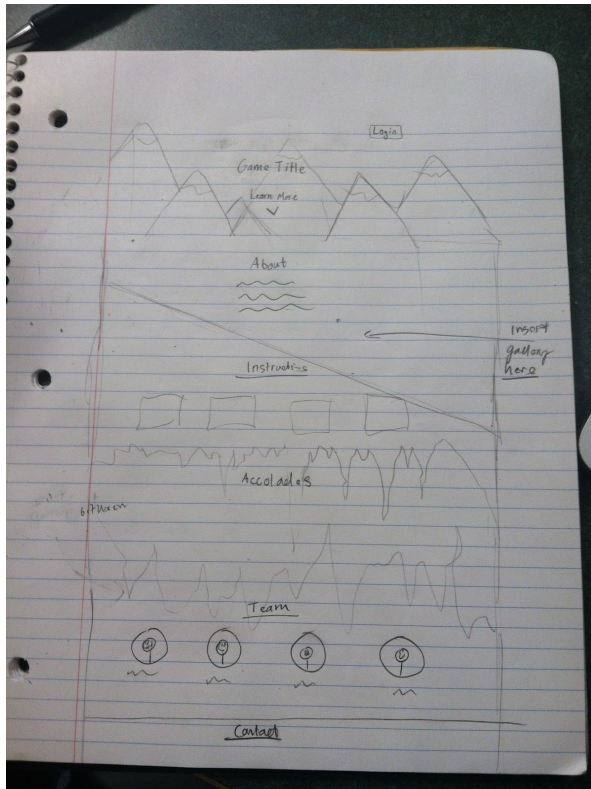
One page layout is: Index: {HOME, ABOUT, CHARACTERS, INSTRUCTIONS, GALLERY, TEAM, CONTACT}

Part 3: Testing Protocol

How are you going to choose users?
How will they be representative of the target audience? How will you find them? Where will you meet them? Will you compensate them?

The users we are choosing will be of young adult age, the typical target audience of the game that is old enough to navigate the internet and have an email account. We can find them around campus. Meet for a coffee or simply in the library. Most likely not, as the testing will take roughly a minute or two. We just want to get their general immediate feelings and whether they are interested in the game or not.

What tasks are you going to have them do? How would these tasks connect with the client's needs?

Task name/id	Task description	Task goal/what's being tested/expected outcomes
First impression	Ask the user to look at the site for 5 seconds and describe their emotional and intellectual reactions	Want to see whether the design communicates client's key site goals to the target audience; want to see if people get the metaphor right away.
Find the officers	Ask the user to find the names of the officers of the club	Testing whether a potential new member can find info about club leaders quickly and easily; ideally, they should click on the "Officers" link in the menu bar.
Try to log in as admin? - should be unsuccessful	Ask user to attempt to log in. Can the person easily navigate back to home if they accidently clicked login?	Testing general security, malicious inputs, and if users can easily go back home.
Is information about what the game is easily accessible?	Ask user to navigate website and respond to its layout and structure.	Did the user get lost? Is all information easily accessible?
Are you interested in the game afterward?	After reviewing website, ask if it has peaked their interest.	Shows if we accurately portray the video game. Were we successful in getting users interested.

What's your script?

How are you going to welcome them? Reassure them that you're testing the site, not them? Get them to think aloud while they use the site?

-> Simple friendly welcome and thank them for taking the time to test the website. Ask them only about the website and to think out loud. Does the website interest them, is the information displayed well?

How are you going to introduce each task? What wording will you give the user? Will you give them any information in advance (probably not -- they won't have it in a real deployment -- but for sketches and early prototypes you might tell them that some things don't work)? How will you remind them to think aloud? How will you decide when to "give up" on the task?

-> Rephrase the question so that the intention of the task isn't apparent. For example, if you want them to find the director name, instruct them to find the team. Is this an easy task?

-> Don't give them any information about the website, let them discover it for themselves. If they can't this is a red-flag. The user should IMMEDIATELY (or in the first couple seconds) understand that the website is advertising a video game. If this is not apparent, take note.

-> If they get silent, remind them to not be afraid to speak aloud and give their honest opinions. There are no wrong answers. We are testing the website, so their opinion, even if harsh, is much appreciated.

-> Give up on task if it takes a disproportionate amount of time. If a task is meant to be easy and simple, it should take a couple seconds. If its taking way longer, something is probably confusing. Take note of this.

Afterwards, what specific questions or general opinions will you ask for about their experience or the site? How will you thank them?

-> Are you interested in the game? If so why, if not why?
-> Was everything readily apparent, was the information for the game easily understood.
-> Was the layout confusing? Did you ever feel lost, etc.?

Part 4: Testing Note
You should have at least 2 testing users.

User 1

1. Who is your user, e.g., where do they come from, what is their background, etc.?

The first user is a sophomore in CALS interested in indie video games and development. They are originally from New York.

2. How does this user represent your target audience/client's needs?

We were looking for people that are young adults between teenage years through the 20s. Ideally people who are open to learning about new games and are interested in playing video games.

Tasks for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Overall I think the website is pretty clean. I don't immediately know what the website is advertising however. Maybe make this more clear? I like the navigation and scrolling.	Possibly make the initial goal of the website more clear. Make it known immediately that dash is a game, maybe include an arrow pointing downwards for more information?
Find the officers	This is really easy. I just clicked team and the website automatically scrolled down to that section.	I think for the most part this is well done. The team members are clearly portrayed with their respective jobs.
Try to log in as admin? - should be unsuccessful	Not quite sure how to start, obviously I can't really log in. Typing in random quotes and brackets in an attempt to break the processing of login doesn't work because the website blocks the submit button if it senses these characters.	Not that many notes. Probably make login a little prettier? At the moment its simply black and white. Easy to return back home.
Is information about what the game is easily accessible?	Everything is pretty easily accessible. The navigation is clear and easy to use.	Possibly make the navigation a sidebar that is less invasive? Sometimes it distracts from the overall theme.

Are you interested in the game afterward?	Not really, but this is mostly because of the lack of actual content. If there were more pictures showing the game, more clear instructions, and maybe a video or two, I would definitely be more interested in playing.	ADD ACTUAL CONTENT FOR GALLERY, TEAM, AND INSTRUCTIONS. This is something we're waiting on from the client.

3. Other notes from this user that will be useful to think about when redesigning.

-> Cleaner navigation that is on a side bar, less invasive
-> More information that is relevant to the game, don't be cryptic with the information, just say it
-> Prettier background and login
-> More interactivity
-> One note is that sometimes the content doesn't appear until the user scrolls down half way in the page, maybe make this functionality a little more sensitive?
-> Fix weird gap between gallery

User 2

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Senior in CS, interested in video game development, part of video game design on campus.

2. How does this user represent your target audience/client's needs?

Dash-game is currently in development, and might attract possible developers who want to help. Likewise try to get them interested in actually playing the game.

Tasks for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Much cleaner than the original site, but also a little less interesting. Add a more dynamic background that grabs my attention. Color scheme is nice and everything flows very well.	DESIGN BACKGROUND AS SEEN IN PICTURE.
Find the officers	Really easy, just clicked section "team" and the website navigated to it.	Not much to change. HOWEVER ADD REAL MEMBERS INSTEAD OF STOCK PICTURES.
Try to log in as admin? - should be unsuccessful	Unsuccessful. Malicious input was blocked. Although one thing to note is that most users don't want to see a login button front and center. It's sort of out of place, think about putting it on the top right corner so only admins need to use it.	MOVE the login button away from the front page and put it on the top corner of the website. This will make it less distracting and users won't accidently click on it.
Is information about what the game is easily accessible?	The information is easily accessible. I really like the navigation, but since it is a one page site, maybe a sidebar would be a better fit. Sometimes people can get confused since the navigation is horizontal while the actual website skeleton is	Think about adding a side bar. A lot of different one page websites have really nice clean sidebars that can be as simple as dots on the side, which upon hovering show the section name. Think about adding this as it will distract the user less and add interactivity.

	vertical. However, I had no problem accessing any of the information on the website.	
Are you interested in the game afterward?	Yeah I am, but I knew about Dash before you showed me the website. I'd probably play it either way, but I think the website needs to have more relevant information, pictures pertaining to the game, and clear instructions.	Add content like before. Detailed instructions on how to play, add pictures for the gallery.

3. Other notes from this user that will be useful to think about when redesigning.

-> Think about making the information more immediately interesting to users who don't know about the game. A lot of the information wasn't well explained or relevant. This is probably due to not having a lot of content however.
-> Side bar navigation?
-> Better landing home page that grabs interest but also informs user about intentions of website?

Testing Summary and Iteration

What did you learn? About your users? About your site? About yourselves?

We learned that even though we have a very simple layout, the navigation is not always clear. For example the vertical scrolling pages do not seem as intuitive to our testers as it did to us. A lot of the user issues appear to be because they tested an incomplete version of the site; we are still need to get more information from the clients to make the game descriptions clearer and more game art to showcase the game more because right now users don't have a really clear idea of what the game is about.

What are three key changes you made based on the testing, what alternatives did you consider, and why are they appropriate changes?

We made small changes to the appearance of the site so it's nicer to look at and use. We will add a sidebar since that seems to be a way to improve the intuitiveness of the navigation. Once we get more resources from the client we can incorporate those into our site and polish the styling (in particular make the login and contact look nicer).

If you make any changes to the testing protocol for round 2, tell us what they are here.

I think the biggest change is that we will test the site as an admin user (especially since we will have the php interactivity finished for round 2); this will include logging in and editing the images on the site.

Part 5: Additional Comments/Questions

If you have additional info/comments/questions about testing or the state of the project, you can put them here. However, you might get better responses in office hours at this point in the semester.

-> We don't have a lot of actual content on the website. This will be changed for the presentation and final project milestone. At the moment we are using stock images for the team members, taken from https://www.pexels.com as well as graphic design concept art for the gallery photos taking from http://www.artursadlos.com/#/conceptverse-1/.