

Usability testing report

for UI version_1.0

Participants

Chen. A student who is in poor health and often falls ill. He wants to improve his physical fitness.

Cathy. A sixty-year-old women, who always cooks for her granddaughter.

Apple. A nutritionist who plan meals for her customers.

Jim. A student whose major is arts and related to user interface design.

Justin. Travis's father who is a hotel chef.

Emma. Vivian's sister, a staff in a food company.

Vivian. A student whose major is computer science and technology.

Findings

Positive findings

1. All of fuction interfaces are very terse, succinct.

Cathy: Too many components is not a good thing. And the number of components of this software is just right.

Justin: I enjoy the interface which only has necessary button.

Vivian: The software seems easy to operate.

2. The structure of the interfaces is rational.

Jim: I have to say that the design of the first few pages is very good and not superfluous at all. The location of the different components is set very well, I like this structure.

3. The design is beautiful

Apple: I like the overall tone, which make me calm down and feel comfortable.

Negative findings

1. No selection of forgetting password on the interface of log in

Emma: If I need to create an account, then that means I have to remember another password, and I have a problem with remembering so many passwords.

2. Some image resource selection errors

Vivian: In the beverage library, I found that the name and picture of the drink were not right. For example, Coke used a picture of Sprite.

Next Steps (for further and future development):

To add function of forgetting password.