Project 4 Group 5

***Usability Study***

Users seemed to like the premise of the application, but thought that the controls were unintuitive. A lot of the controls and indicators were not as clear as they should have been from the outset. For example, many users were confused by the water bottle on each screen and what it meant. Users also had difficulty navigating from screen to screen, since the back button did not work as they expected. The final interactive page also had lots of bugs that caused the user to be confused about what it was supposed to tell them about their water consumption habits.

To resolve these issues, we redid parts of the interface and fixed bugs that caused the interface to not behave correctly. For example, it is now easy to get back to the first page. Also, the water bottle overflows when too much water is consumed to indicate that the user is consuming too much. Some headers and labels were also changed to make the purpose of each page more clear.