Team A: The A Team

Usability Test Report

CS 262

11/29/2018

We had the users test many things, such as adding and removing projects from their workspace, starting and stopping the timer, adding and removing times manually, viewing time spent working today and total, and finally letting them play around with the app till their heart’s content. Most users liked the graph we have, but would like a numerical display of the time worked after tapping on a project section of the graph. Most users also liked how simple and uncluttered the app is, it makes the doable easy.

Starting with the most important discovery: an app crash sequence. We found that if a user started the timer then selected “Remove Time” the app would crash right then and there.

When developing anything with code, bugs are sure to arise. Time Tracker had a few of those as well. For instance if a project is deleted, the user is unable to remove times stored under that project name. Also, when the user only has one project in the spinner, the spinner does not work properly. Lastly, when a user deletes the last project, all the defaults return to the spinner.

Then we found several suggestions to fix the tediousness of the app, such as returning to the home screen after performing any task. We also found that users can mess up which time they are supposed to delete, and that the app should contain a confirmation for deleting times.

Finally, we got a lot of pointers about making the app look better to the eye. We were told that there was too much white space in areas where the keyboard would never be pulled out, and the spinner for project selection was too small for some users “fat fingers.”

All in all, we have enough feedback to last us another semester of CS 262.