

## Sprint 1: Usability testing:

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Task 1: On the desktop wireframe. Let my roommate, try out the figma wireframe

- During the test, my roommate tried to make a post and could not update the social media fee. As well as, my roommate made a comment that there was not a deleted post that was not part of the UI. As well as there was some flow

Task 2: On the desktop wireframe, Let my roommate point out any flaws in the desktop wireframe

- There were some flaws regarding posing on the desktop, however, there was a flaw on the fidelity of the UI, while the wireframe to me was just a suggestion on how the template of our app could have looked like. So while the wireframe is bland. My roommate stated there was "there should be more fidelity on the UI" since the desktop wireframe color is gray and white.

Task 3: On the mobile wireframe, Let my roommate tryout the figma wireframe

- During the task there was a flow to the application, however, when my roommate tried to upload a post, the post button was not working. However, there was a section on deleting an account but not delete a post.

Task 4: On the mobile wireframe, let my roommate point out any flaw in the mobile wireframe

- There was some similarity between our social media UI and Instagram UI so we will need to update the UI since it has a flaw that was pointed out. As well as provide any possible game uploads to the search feed to make the UX better since some of the images in the search feed were not related to gaming. As well as being able to add a UI Page on deleting a post.

Conclusion:

- In the upcoming sprints, we will make a new UI that includes a deleted post on the desktop wireframe. As well as add another UI that will consist of a new post updating the upload feed on the platform on the desktop version. On the mobile wireframe, we will need to update the UI due to it looking almost exactly like Instagram As well as be able to add a "create post" and "delete post" on the mobile wireframe.