**Functional Testing Feedback:**

The purpose of this testing was to observe what a user struggled with, found unclear, or outright couldn’t do. In a real environment, the user would have been given a set of specific tasks to achieve without aid from a developer, for this simple quiz app though, the task was very one-dimensional. Finish the quiz.

The below table shows what the user struggles with and how it has been remedied.

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| **Issue** | **Solution** |
| User was confused when the question changed – their previous answer was still selected in the checkbox.  *“Does this mean that answer is right for this question too?”* | Simple fix to the code which means that the radio buttons now clear their checks when a new question is loaded. |
| The user noticed that they could dismiss the ‘next question’ prompt and choose their answer again. This presents a problem when they choose a *correct* answer. The score would increment every time they decided to reselect an answer, causing weird score results.  *“Huh, I scored 26/11. I must be really good at German!”* | Changed timing of score calculation until after the next question has been loaded. User can still try again on questions they get wrong by either dismissing the fragment or tapping the hardware back button. |
| User complained of being unsure how long the quiz would go on for. There was no visible measure of progress.  *“Am I going to be able to finish this within the next 5 minutes? How long is it?”* | Added a progress bar to the bottom of the screen to provide a measure of progress throughout the quiz. |