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### **Client Test Review Report**

The paper prototype of the project “ Math AF (Advanced Functions)” was presented to the client, Ms. Damjanshitz for a test and review for different aspects of the program and to determine changes to be made in the future.

The following notes were taken following the test.

#### **Accessibility**

The question asked to our client was concerning the platform and access of the program through a mobile android application and internet browser. Although the project was decided to be programmed using both a web browser and android app, Ms. Damjanshitz preferred to have the entire system browser based so that other mobile platforms such as apple IOS can access through web browsers.

#### **Functionality**

The client was questioned if they understood how the program works in general to determine if the functionality of the program was easy to understand. The main purpose of the first meeting is to give Ms. Damjanshitz an idea of the program. From the test, Ms. Damjanshitz found it simple to understand as a whole although some functions were harder to know beforehand such as the vaguely designed button that brings the user to the menu. Not only was that an issue, it was not as clear if certain parts of the UI were buttons or boxes and could cause confusion. The other flaw with the website is that there was no menu button designed for it and therefore the user would have to rely on the back option presented by their respective browser.

#### **Navigation and Task performance**

To see if our client could perform basic tasks in the program, they were asked the following questions;

1. How would a student create an account and try out a practice match?
2. How can a student change his privacy settings after they open the application?
3. How would the teacher add questions to the problem bank and prepare the class for the daily quiz?
4. What would be the students process to register under a class and load up the daily quiz?
5. If two students were to compete against each other, how would they do so?
6. How would you send an email alert to a student?

Throughout the test, Ms. Damjanshitz was able to easily navigate the different interfaces. This may be due to the fact that she has previous experience with computers and comfortable with operating different applications. This would apply to the students that would be using the program as well since the current generation of youth has grown up with technology and should be equally or even more comfortable with the interface.

The questions asked were composed of simple tasks that a teacher or student would have to perform when using the application and overall goes over each and every section of the application. Since navigation of the application was extremely simple, the tasks were completed with ease as well. The only issue with the task performance was that the adding of questions into the database was a bit vague due to the fact that both text and images can be entered.

## **Overall Success**

The demo of the paper prototype was very successful as Ms. Damjanshitz now has a good idea of the aesthetics of the program and thought it was very interesting and thorough. The one concern she had was the amount of content that was included in the prototype. She feared that it would not be able to be finished by the end of the semester, and suggested that some less needed functions to be removed and prioritize different parts of the program over others. For example, finishing the quiz function of the program would have the highest priority while the competitive function would have the lowest priority. This is convenient since the spiral model was chosen and allows for additions of feature throughout the entire development process. The main quiz function of the program would be prioritized and constructed while other parts such as the practice and competitive can be added later as the spiral model spirals.

## **Changes**

### *Accessibility*

After the demo, Ms.D suggested that the whole program be made to be browser based. This is because some of her students only have an apple device, in which case they would not be able to use most of the functions of the program as the app is only on android. Coding it in both android and apple was briefly discussed, but was scrapped due to the difficulty of technical issues when putting it on the app store such as getting an apple development license and learning a new language.

### *Priority and features*

Ms.Damjanshitz also believed that the extra features such as achievements would not be necessary for the final product of the program although they would add to the entertainment factor. It is a fun function to have, however since it is an application for education and not for games, it is not necessary and may slow down the coding process. Also, Ms. Damjanshitz thought that the website should have a permanent sidebar that would contain all the pages. This way, she can easily maneuver between pages without having to go back to the homepage.