**Section 1.1**

|  |  |
| --- | --- |
| Task 1 | On your first or second try, were you able to create an account successfully? |
| Task 2 | How clear was the login screen in specifying you were inputting the wrong username/password? |
| Task 3 | Has your profile page displayed incorrect information after editing/updating profile? |
| Task 4 | Were you able to open the AR (augmented-reality) camera through the camera button on your first try? |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | USERS ONLY | | | |
| Our Users | Task 1 | Task 2 | Task 3 | Task 4 |
| User 1 | No | Unclear | No | No |
| User 2 | No | Unclear | No | Yes |
| User 3 | No | Clear | No | Yes |
| User 4 | No | Unclear | No | No |
| User 5 | No | Unclear | No | Yes |
| User 6 | Yes | Unclear | No | Yes |
| User 7 | No | Don’t know | No | No |
| User 8 | Yes | Unclear | Don’t know | Yes |
| User 9 | No | Unclear | No | Yes |
| User 10 | Yes | Clear | No | No |
| User 11 | No | Unclear | Don’t know | No |
| User 12 | Yes | Don’t know | No | Yes |
| User 13 | No | Unclear | Don’t know | Yes |

All the tasks our 13 users performed

The results users provided to us for each task

Paragraph: from the bar chart, it is easy to tell that users struggled to complete task 1 and task 2. It seems that users are finding it difficult to create an account and understand the login process. This is something that came up on our software testing (non-functional – usability testing.) We found that the create account screen was not user-friendly as users had to input too much. And the login screen was unclear in specifying when users were inputting an invalid username or password as it didn’t display any form of error message. This is something we manage to clear up in our latest version. Tasks 3 and 4 seem to be completed successfully by most of our users.

**Section 1.2**

This table shows the results we recorded while users were completing their tasks. We timed how long they took to complete each task. This gives us an insight of the speed of our application and how long it takes users to solve/complete a task

|  |  |  |  |
| --- | --- | --- | --- |
|  | DEVELOPERS ONLY | | |
| Our Users | Task 1 | Task 3 | Task 4 |
| User 1 | 2 - 3 mins | 1 - 2 mins | N/A |
| User 2 | 1 - 2 mins | 1 - 2 mins | 1 - 3 seconds |
| User 3 | 2 - 3 mins | 2 - 3 mins | 1 - 5 seconds |
| User 4 | 2 - 3 mins | 2 - 3 mins | N/A |
| User 5 | 1 - 2 mins | 2 - 3 mins | 1 - 3 seconds |
| User 6 | 0 - 1 mins | 2 - 3 mins | 1 - 5 seconds |
| User 7 | 0 - 1 mins | 3 - 4 mins | N/A |
| User 8 | 2 - 3 mins | N/A | 1 - 5 seconds |
| User 9 | 3 - 4 mins | 2 - 3 mins | 1 - 5 seconds |
| User 10 | 2 - 3 mins | 1 - 2 mins | N/A |
| User 11 | 1 - 2 mins | N/A | N/A |
| User 12 | 2 - 3 mins | 1 - 2 mins | 1 - 5 seconds |
| User 13 | 3 - 4 mins | N/A | 1 - 3 seconds |

Paragraph: despite users having issues completing tasks 1 and tasks 2, the bar chart shows a decent average time that users took to complete them. However, most of our users typed in anything within each of the input fields. If users were to input with a bit more awareness, then maybe the average time could’ve been higher. But right now it is difficult to predict. The average time it took to complete task 4 is also decent. On average it takes 2.63 seconds for the application to open the AR camera. This result seems like the best we’ve received so far, since AR cameras are highly advanced and take a lot of memory space and for it to load at an average time of 2.63 seconds is pretty impressive. Task 2 was not recorded as this was more of a measure of the perspective of our users.

**Section 1.3**

|  |  |  |  |
| --- | --- | --- | --- |
|  | DEVELOPERS ONLY | | |
| Our Users | Task 1 | Task 3 | Task 4 |
| User 1 | Error on email field | N/A | Displayed a could not load error message |
| User 2 | Error on password field | N/A | N/A |
| User 3 | Error on DOB fields | N/A | N/A |
| User 4 | Error on username field | N/A | Displayed a could not load error message |
| User 5 | Error on password field | N/A | N/A |
| User 6 | N/A | N/A | N/A |
| User 7 | Error on username field | N/A | Displayed a could not load error message |
| User 8 | N/A | Error in the edit profile page: on password field | N/A |
| User 9 | Error on password field | N/A | N/A |
| User 10 | N/A | N/A | Displayed black empty screen |
| User 11 | Error on password field | Error in the edit profile page: Error on email field | Displayed a could not load error message |
| User 12 | N/A | N/A | N/A |
| User 13 | Error on password field | Error in the edit profile page: Error on password field | N/A |

This table shows the results we recorded while users were completing their tasks. We wanted to know how many errors users would make or how many errors our system would make for each task

Paragraph: from the bar chart, it looks like a lot of errors were made in task 1. This seemed only predictable, since we previously analysed that the create account screen was not user-friendly i.e. required too much user input. Likewise, for task 3 where the same interface was used within the edit profile page. This, according to our table is where all the errors were made. For task 4 a few users had issues loading the AR camera. In most cases, it seemed like a rendering issue. This is something that can easily be fixed in Unity via the player settings. But, most users were able to open the AR camera repeatedly without any errors.