Mobile Platform Development Report

Motive Mobile Application

Jeremy Olu (N0589165)

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# **Testing**

## Testing Phase 1

The initial testing was done on the android emulator to test the initial application features before addition features were added and developed further. 3 development features and 2 design features were tested using 4 students in the lab. Students would be the primary users of the mobile application. These tests sessions were carried out to validate the features implemented, to see what aspects could be improved on.

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| **#** | **Testing** | **User** | **Feedback** | **Improvements** | **Evidence** |
| 1 | Registration Screen | Michee Wonga | “The registration consists of user email and address, but there should also be an option of letting the user create a username for identification among other users.” | Text box was added which would allow the user to enter their display name which would be saved with their email and password. | See figure 1.0 – 1.2. |
| 2 | Login Screen | Aaron Dankoh | “It is long for users to keep entering their email and password details. There should be a feature that allows a user to stay logged in or for the app to remember user details.” | Shared preferences was used to save user details in the text box. User details are displayed in the email and password text boxes when the user clicks “Remember Me”. | See figure 2.0 – 2.1. |
| 3 | Map | Abdul Adedeji N0649252 | “All the markers are red and look the same, there is no way of users knowing what the markers are and what they mean.” | Markers were classified with hue colours. Red for restaurants, Cyan for clubs, Magenta for bars and Orange for general activities. |  |
| 4 | Navigation | Kieran Woodward | “Using activities isn’t efficient if you are using menus. Fragments would be the most appreciate method of menu navigation, as this allows consistency across various screens in the app.” | Fragments were used instead of activities, which allowed menu to be displayed consistently on various screens. |  |
| 5 | Layout Design | Tatenda Gumbo  N0575279 | “Dark grey text colour isn’t too visible on the black background, there should be lighter text to avoid colour clashes.” | Text colour changed from dark grey to white to allow text to be seen on the dark background. |  |

## Testing Phase 2

The second phase of testing was done on the android emulator and also on a android device to test the improved features and added functionality, using 2 types android devices Nexus 5X and Samsung S5. 5 students were users who tested 5 different features.

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| **#** | **Testing** | **User** | **Feedback** | **Improvements** |
| 1 | Map | Beverley Cook | “Good map feature that displays names of various types of events and their locations. However, include a map key so users can identify what the colour marker represents. Also include a filter so users can filter through the markers, too many markers can become cluttered and messy on the map.” | Image of a map key was inserted and placed on top of the map so users can identify what the markers are.  A feature was implemented to allow users to filter the map and display the types of events they are looking for. |
| 2 | Layout Design | Brigitte Roth  N0570923 | “Dark background is nice and simple, allows the white text to stand out, however looks basic and plain. More design choices should be considered.” | A background video is inserted as the background of the splash screen, register and login screen to engage and capture users interest. |
| 3 | Events List | Capital One Visitor | “It would be good if the data in the listview could be extracted and used for something else, other than displaying data.” | A share feature was implemented which allows users to send events information from the list to a contact by clicking the item in the listview. |
| 4 | Profile Screen | Alvin Sung | “” |  |