

## Word count (248)

Completing this project grew harder the closer the deadline approached. I significantly underestimated the time it would take to get any user feedback done. My Gantt chart had me commenting, refactoring, updating and testing my app in just over one week; which now I see is unrealistic. In future projects, not only will I comment and refactor as I code, but I will scale down my app to allow more time for testing. It's my estimate that user testing and feedback alone should have at least one week delegated.

Through user testing, I found that 98.9% of users were satisfied with their experience of my app. Users answered seven different quantitative survey questions ranging from "ease of use" to "originality". It should be noted that the percentage wasn't perfect due to the "ease of use" category only.

The users tested the application on a range of different features for a combined percentage of 98.7% success rate. It is noted that task 2.7, and that task only, proved challenging for some users.

Having taken all the data, my application seems to run flawlessly. There seems to be a correlation between "ease of use" issues and task 2.7 (which only shows a button in full screen mode). I take this feedback as a design issue rather than a programming issue. The small issues stated by the users could have been mitigated if I had spent more time drawing inspiration from popular music players, and replicating their approach to UI design.