Brandon Nguyen

nguye299@purdue.edu

user acceptance test

AR Games

Table of Contents

[1. Instructions for UAT Tester 2](#_Toc20875604)

[2. Design 3](#_Toc20875605)

[2. Functionality 4](#_Toc20875606)

[3. Usability 5](#_Toc20875607)

# **1. Instructions for UAT Tester**

Before beginning the UAT, the user needs to have access to a computer **AND** an Android phone. If the user does not have access to a computer **AND** an Android phone, then do not proceed further until they have the necessary access to these devices.

The next following pages will test features that are categorized as Design, Functionality, and Usability. There is no particular order in which category should be tested first.

For the category Design, the user will be asked on how well the website is designed on both the computer and the Android phone.

For the category Functionality, the user will be asked on if certain components of the website are functional and work as desired/stated.

For the category Usability, the user will be asked on whether the website is easy to use.

# **2. Design**

|  |  |  |
| --- | --- | --- |
| Feature | Comments | Pass/Fail |
| Background Color |  |  |
| Font Readability |  |  |
| Hover Effect on Items on Games/Store pages |  |  |
| Colors Compatibility |  |  |
| Selected Images |  |  |

# **2. Functionality**

|  |  |  |
| --- | --- | --- |
| Feature | Comments | Pass/Fail |
| Navigation links goes to appropriate page |  |  |
| Links must have cursor pointer when hovered |  |  |
| When hovering over certain items, such as navigation links or gallery items, they must either decrease in opacity or have background-color change |  |  |

# **3. Usability**

|  |  |  |
| --- | --- | --- |
| Feature | Comments | Pass/Fail |
| Navigate around the website. Is it intuitive? |  |  |
| Is it easy to read the font? |  |  |
| Is the purpose of the website clear? |  |  |