

IGME 201 - Final Project
User Project Testing

Person 1: Jack Ramin (3rd yr Human-Centered Computing major)

Feedback:

- Buttons at the top are confusing
- Menu page looks cramped
- Can't remove items from the cart
- The date on checkout page can be put as invalid dates (ie. 99/99)
- Simple design, but looks good for what it is

Analysis:

All the feedback we were given was useful to advance our project and improve upon the functionality and design of our app. The buttons at the top of the app are a little confusing however it was the only way we were able to create functionality for multiple pages so we had to leave it. We did make the "Menu", "Cart", and "Checkout" buttons disabled when the program begins and they become enabled as the user moves through the program so that it is a little bit easier to follow. The menu page is somewhat cramped, however this was the only way we could fit items on the page. We spent multiple hours trying to get scrollable functionality implemented but couldn't figure it out so this was our best option. We did know about the date on the checkout page not working quite properly, however we didn't know how to implement a fix that would resolve this issue so we thought it'd be fine to leave as this is just a prototype. We agree that the design is somewhat simple but we were trying to follow RIT's style by using orange as our main color and keeping the design simple, yet clean.

Person 2: Brandon Mai (2nd yr Civil Engineering Technology major)

Feedback:

- Login and create account pages works well and stores well
- Pretty cool app, very intuitive
- Process of going login to menu to cart to checkout, very simple to understand
- Buttons are simple and made well
- No remove from cart button
- Check for card expiration and if it is valid or not, function was nice
- Looks nice too

Analysis:

We agree with Brandon's feedback and think he gave us valuable information to improve our application. We were glad that he liked the functioning file IO that we had implemented and we were excited to get it working because it ended up being harder than we had originally thought. We were also pleased to hear that he thought the app was intuitive because we were unsure how users would feel about the buttons at the top of the app that are used to change between pages. We had initially planned to have a remove from cart button and we had used the NumericUpDown control to allow users to increase or decrease the quantity of each item in

their cart, but we ran into some difficulties with the control and ended up removing the functionality entirely. We were happy to hear mostly positive feedback.

Person 3: Len Yang (3rd yr student Hotel Administration (not RIT student))

Feedback:

- Ok design, very RIT, very orange
- Menu could have a different layout, quantity not working correctly right now
- Cart needs functionality for editing items
- Cool concept and decent interaction

Analysis:

We agree with the feedback on the cart, because normally on shopping sites, users can edit or remove items. We have yet to figure that out in the cart, but right now it can calculate the total cost of items in the cart. The overall design is very RIT because our restaurant is Ritchie's Fast Food, so we believe the design fits. The menu quantity function wasn't working properly in terms of increasing the number every time something is added, it only adds a digit next to the previous digit. We fixed that eventually.