

## Usability test plan

- 1) Introduction of the system, general description of functionalities, purpose of the system  
Inventory management tool, overview of all actions and that concern statistics that concern the storage, one can check the current list of items, how much of it is going bad atm, forecast on how much more should be bought to maximize the profit with the least food waste, managing the food waste - donating, recycling, composting, make orders, ideally based on the system recommendations, statistics based on the history of the stock
- 2) Letting the user explore the system and give the first impressions without getting into much detail  
Check if the interface is somehow intuitive, if the interface and layout is appealing, let the user explore the options and get familiar with the previous described functionalities
- 3) Tasks to perform
  - There is an introductory video. Find it, watch, and give feedback  
User finds help and accesses if it is actually helpful, conveys clear message
  - Check how much of *apple* there is in the stock  
> You see there is too much of it, what do you do?  
User utilizes the basic functionality of the List in the Inventory and the management system
  - Check how much food waste you produced this month  
User understands Statistics and its subpages
  - Check what products you need to order  
User understands and uses Orders, and the recommendations
  - Check which items got bad and explain what you can do with the waste  
> You decide you want to recycle it. Find the nearest recycling station  
User associates the task with Action Center and correctly uses the provided options
  - Check the state of *potatoes* in your stock, are they going bad, should you buy more of them?  
> How would you manage the excess/shortage?  
User gets familiar with Analysis in the Inventory, manages the stock by clicking on the chart's bars
  - The beef/poultry/seafood/lunch meat need to be always in stock, in the right amount. You want to check and compare simultaneously if there is enough of each of this product, if there is more of one than another.  
User uses Analysis tool across different food categories

- Check which products sells the best
  - > Order more of it

User has by now an intuition of how to perform basic tasks (since you can perform this task in many ways, there is no one solution)

4) Particular likes, dislikes about the system

- Ease of usage
- Clearness of the interface
- Intuitiveness of the navigation
- Understandability of the notations, properness of the naming
- Usability of the functionalities
  
- Identify the critical errors that users made (dependent on the task) and obstacles that prevented them from completing the task
  
- Ask for potential recommendations, what would make it easier to use our system, how they would get rid of obstacles that prevented them from completing the task