

Deliverable 2

ICS 414 Team Kumquat

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Project Title: Kumquat Project Manager

Intended interface is a web app viewable on desktop and mobile.

This application's purpose is to allow teams to manage projects together in a kanban fashion to track tasks and see who has done what. Also allowing the team leader to notify the team of the budget and due date of the project. This promotes a productive environment for team members to own up to their part of the project.

See link for mobile design paper prototype:

<https://popapp.in/w/projects/57fb74aed8636a0e11a82e00/preview/57fb759ffc759fdd3ea5af79>

Note: Intended functions may not be fully functional in prototype demo via POP and comments don't seem to be visible to explain certain clicks. Upon testing, user is given comments for navigation guidance which may alter true testing results.

Paper Prototyping Results:

**Our general questions *General Responses*

Is our app straightforward and easy to understand?

Yes, I can tell it's a project manager.

Is our app easy to use and navigate?

So few buttons and very basic, so yes, easy to navigate. it's missing a preference/options and a log out button though.

Would our app be a useful tool?

Yes, I can see how it would help people in a team track progress.

Does it do what users expect it to do?

It's easy to understand what each screen meant to do. I thought maybe there would be a way to add what was being spent with what task, but it doesn't seem like it. Also I thought entering my actual name would be more necessary than a username.

Details from our findings:

Is our app straight forward, easy to use, and easy to navigate?

- Limiting the number of buttons on a page at any given time.
Number of button are not too numerous.
- Making buttons large enough/well spaced.
Location and size of buttons follow a ubiquitous format found in many apps.
- In general, the user should not be thinking about the interface. Ideally, the user would be in a constant state of comfort while navigating it

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All in all, the interface seems relatively simple and straightforward, even to the most inexperienced users.

- Maintain consistency in terms of size, color, and style.
 - Text/Typography
Undecided.
 - Buttons
As shown in prototype.
 - Background
Undecided.

Would our app be a useful tool?

- Would users be able to efficiently track the progress of their projects?

Yes. The percent completed displayed for each project and adding an expected completion or due date should help the user track their team projects.

- Are the features that have been fleshed out too complex? Too simple? Do the users expect more features than what is already listed. Are they overwhelmed by the number of features, number of pages, number of options available to them?

It's in the form of a simple "to-do" list, but allows users to easily check in on a project without being overwhelmed by too many details, and rather just the important information. The prototype was missing a few things, such as a log out button, a way to include their name.

- Would it appeal more to the users if we combined different features into one page, rather than using separate pages to do the same thing? We have provided two different drawings of the login page to illustrate this.

Currently only tested a prototype ideal for a mobile device.

- Are the users more comfortable seeing the projects listed separately or listed as a drop down menu? We have provided two different ways of listing the projects in the drawings.

Users responded better to the idea of seeing projects listed separately rather than a drop down list.

Does it do what users expect it to do?

- Do the buttons send users to the page that they are expecting?

The prototype was a little off and had some dead links, but links seemed straight forward.

- Are those pages clear and intuitive in its meaning?

It was a little difficult to tell how to use the edit pages as a team leader without indication of colors or directions.

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Which requirements we will want to make a *may/should/shall*.

- What are the trivial/unimportant features of this app? What are the important aspects? What are the absolutely necessary aspects?
 - Relates back to whether the features fleshed out are too complex/simple. Do the users expect more or less? What do they want or not want?
1. This app shall have a login page.
 2. This app shall have a registration page.
 3. This app shall have a projects listing page.
 4. Each project shall direct one to a project page with its relevant fields.
 - a. Fields should include “Name”, “Budget”, “Used”, “Leftover”, and “Tasks”
 5. This app shall have a logout button.
 6. This app should have a team members page with its relevant fields (i.e. Name and Tasks).
 7. This app should have a completed projects page.
 8. This app should have two “states”; a manager mode and a team member mode.
 - a. A manager shall have the capabilities to edit a project’s fields and team members as well as delete them.
 9. This app should have options for different departments upon registering.
 10. This app should make use of a database of some kind.
 11. This app should display saved projects as *listed* rather than as a drop down menu.
 12. This app may have a preference/options menu.