

Features to be Tested

Completed in MVP

- Clear and simple language
- Clean and minimalist design since there will be diagrams etc
- Responsiveness
- List/ show the five (5) stages of the design thinking process: Empathize, Define, Ideate, Prototype, Test
- For the five (5) design thinking stages provide
 - Concise one-line description of what the Define stage accomplishes
 - Brief description explaining the role of the Define stage in the overall process, activities undertaken, techniques used and any deliverables produced.
 - List techniques used
 - Provide an example of a technique/ stage deliverable from successfully completed school project.
- Project examples
- Accessibility features, including image optimisation, image captions and alt tags
- Search Engine Optimization

Optional Features

- Form for Feedback or contact information
- Exercises for users

A Requirements Testing

Test Date: March 11th 2024

Test Location: Raven Hall 212

Users: TBD

Test Script

1. Each user will access the site at <https://dgl409.jchandass.imgd.ca/dtSimplified/> using their personal computer or lab computer
2. The user will navigate to various pages on the site, reviewing various elements
3. The user will complete the following checklist, including any feedback on the form
4. The developer will collate data and apply feedback to site revision

B Performance testing will be carried out by the developer, using this checklist

Performance			
Test Area	Specific Test	Passed Y/N	Comments
Speed Testing (Make the Web Faster Google Developers)	Does page load at 90% or higher?		
	Is content free of spelling errors?		
Browser Testing	Browser 1 – MS Edge		
	Browser 2 – Google Chrome		
	Browser 3 - Safari		
Responsiveness	320px to 480px		
	481px to 768px		
	769px to 1024px		
	1025px to 1200px		

Usability Testing

Test Date: March 11th 2024

Test Location: Raven Hall 212

Users: TBD

1. Each user will access the site at <https://dgl409.jchandass.imgd.ca/dtSimplified/> using their personal computer or lab computer
2. The user/s will attempt to complete the test scenarios

Test Scenario 1: The user needs to generate ideas to solve the problem of students purchasing less from the cafeteria because of the long time it takes to purchase. The user needs to learn about some ideation techniques.

Test Scenario 2:

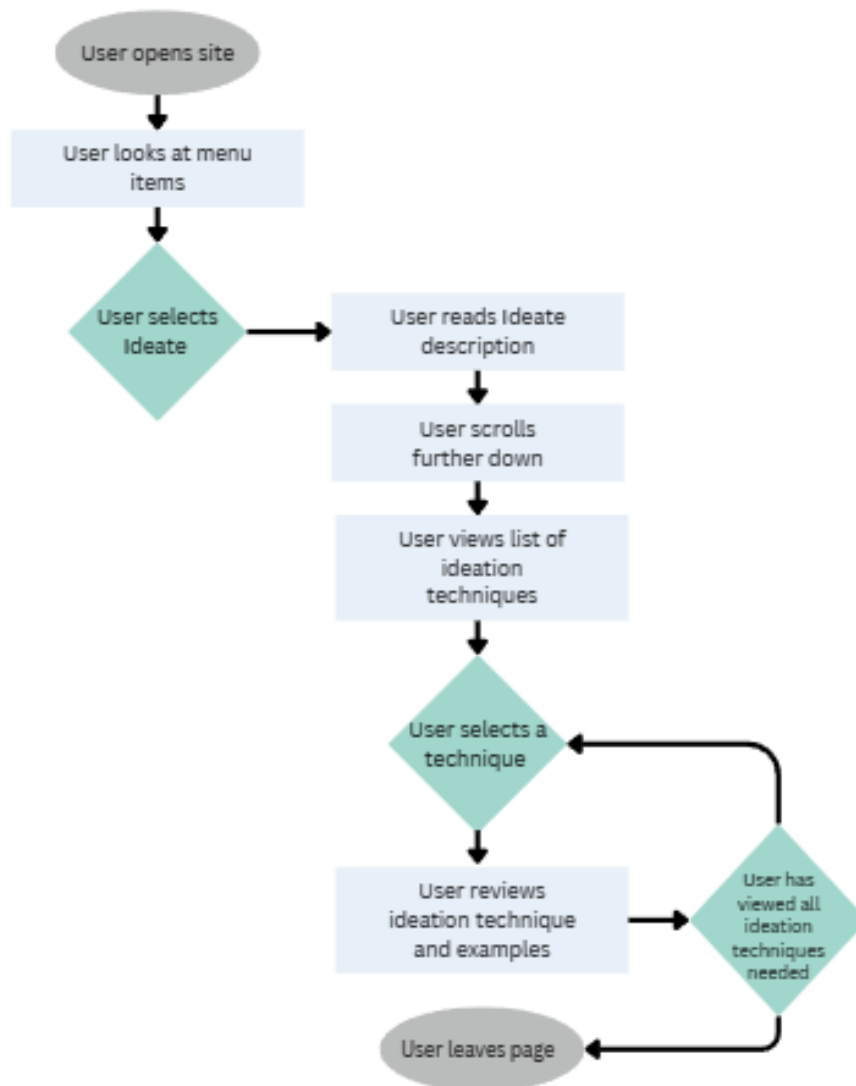
The user wants to learn about the stages of design thinking because they are uncertain about the order.

Test Scenario 3:

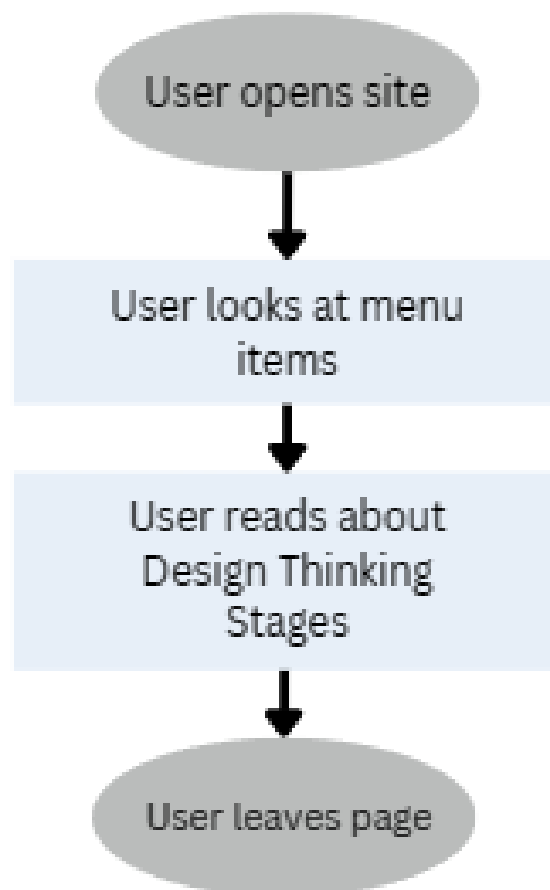
The user wants to learn how to create low-fidelity wireframes, while using their phone on the bus.

3. The scribe will document the user's actions, without interference or prompts
4. The developer may ask the user questions about whether they had challenges, possible improvements
5. The developer will collate the data and apply feedback to site revision

Expected User Flow Scenario 1



Expected User Flow Scenario 2



Expected User Flow Scenario 2

