**Five Objective Usability Tasks for Prototype Testing**

**Task 1: Navigation and Page Access**

**Objective:** Test if users can easily find key sections. **Instructions:** Locate and navigate to the "Attractions" page from the homepage. **Success Criteria:** The user finds the page within 5 seconds using the navigation menu.

**Task 2: Booking an Activity**

**Objective:** Test how intuitive the booking process is. **Instructions:** Find a snorkeling tour and proceed to the booking page. **Success Criteria:** The user successfully finds and initiates a booking within 3 clicks.

**Task 3: Finding Lodging Information**

**Objective:** Ensure users can filter and view accommodation details. **Instructions:** Locate a mid-range bed & breakfast option in Taniti. **Success Criteria:** The user successfully applies a filter and selects a lodging option.

**Task 4: Accessing Local Transportation Information**

**Objective:** Test if users can easily locate transportation details. **Instructions:** Find information on available taxi services on the island. **Success Criteria:** The user locates the transportation page and identifies taxi details.

**Task 5: Mobile Compatibility Check**

**Objective:** Assess mobile usability. **Instructions:** Access the website on a mobile device and attempt to navigate to the "Visitor Essentials" section. **Success Criteria:** The user completes the task without excessive zooming or misclicks.