For “usability,” we mean the extent of which a product can be used by users to reach goals efficiently and in a satisfactory way in a given context. We can also say that it is the easiness to complete an action with a certain product. As in software usability, we can affirm that it measures the distance between the model of the software engineer and the model of the user. The more the two models are close, the less usability will be a problem.

Knowing that usability is based on cognitive capability of users and context of the task, I tried to create an app that had an understandable interface as well as making the app transparent to the user highlighting the goal rather than the mean.

While developing the app I tried to follow directives to make sure the app was sufficiently usable. This is reflected on the quality of the app: it is easy to use, quick to learn and is subjectively appealing. The user is able to understand how it works without the need of instructions.

When following the directives for this coursework, I tried to incorporate the ease of using and learning the app. By asking myself if the user would have had to think about how the app works and should be used, I realised that the app is intuitive and the user experience melts with the natural flow. This can make my project subjectively “addicting”, as the user will be pleased end will enjoy using the app.

As I learnt from my studies on User experience, a design is not usable per se but it depends on its features, the user and what the user’s goal is. The app is relatively usable as it is easy for the user to familiarise with on the first use of it. Overall, I can state that the usability of this app is marginally acceptable. As per my self-evaluation, the user can easily tell what the goal of the app is and how to reach it. Surely, it can be hugely improved by adding more features and giving more attention to test the usability.

As mentioned above, a few features could be adopted to enhance the usability of my project. Taking the coursework directives as a model, a display of the point could have been added. Moreover, more cars obstacles could have been programmed. As we can see from the app, I was able to implement a handful features. There is only one sub-view for the cars obstacle and more should have been implemented. Also, the car that appears has given coordinates so a random generator of obstacles was the useful thing to do. Although the collision between the main and the obstacle car was well used, the main car is not “draggable”. As the directives of the coursework highlighted, for the first testing of the collision behaviour, the main car had to be static. Unfortunately, I was not able to debug the following step, where the main car uses a delegate function to be a drag and move image as well as part of the collision.

To further improve the app, a more agile development should have been followed. As I started working on the project close to the deadline, I was not able to fully implement and enhance the app as debugging was relatively time consuming. A better time management was definitive for a successful application that implemented all the requirements.

Some additional features that could be implement in the future are the elongation of the time for the app to run before it ends and the addition of playable levels. An increase of time can be added when the user reaches a certain amount of point as well as an increase of difficulty level. However, implementing these features does not automatically refer to an enhancement of usability. Although, this can be tested with different users.

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