For Deliverable 3, our team utilized a GitHub Repository to share the source code of our project and used a dev branch for each member working on creating new features to then upload back to the main branch. We wrote the program using C# in an ASP.NET environment, using an MVC architecture, Visual Studio Community as the IDE, and Trello for tracking progress. For uploading all the Pokémon, we utilized a Pokémon API. We also implemented code for CRUD functionality for Pokémon as well as each functions respective View. Our tasks are View Pokémon, Add Pokémon, Withdraw Pokémon, Search Pokémon, Sort Pokémon. One change we did make in the design was to separate Search Pokémon, Sort Pokémon, and Filter Pokémon each into their own tasks.

Usability Goals

1. Efficiency: Our website exhibits efficiency by clearly labeling and executing the 5 tasks we set out to accomplish with this deliverable. Viewing user’s collection of Pokémon is efficiently performed by listing out all the user’s current Pokémon found within the “Storage” tab found at the top of the page. When withdrawing a Pokémon, the task is efficient in that it only requires the user to click the large, red, clearly labeled button at the bottom of the page to do so. Adding Pokémon is labeled clearly on the head of our webpage and links to a clearly labeled form that supports users with usable feedback if there were errors when submitting the information. Search, sort, and filter are all tasks clearly labeled on the storage page that utilize intuitive and efficient completing of tasks.   
   Question: Can the user efficiently view Pokémon?   
   Answer: Yes, the user clicks 1 time (Storage) and immediately sees a list of Pokémon. The user can click 1 more time to see more details about a specific Pokémon.  
   Question: Can the user efficiently withdraw Pokémon from the list?  
   Answer: Yes, the user selects the Pokemon they want to withdraw from Storage, and clicks the red button saying Withdraw to remove that Pokémon.
2. Memorability: Our website’s intuitive design exemplifies the usability goal of memorability. To test this, I asked a family member to click through the webpage while asking them to accomplish the tasks the team implemented. It took the user roughly 3-5 minutes to have a solid grasp on not only how to do the tasks, but where to look for the interactive buttons to do them. By having features separated into their respective pages, users can quickly learn the overall navigation of the site without having to sift through unnecessary information.   
   Question: How quickly do users who haven't used the storage system for a while remember how to use it?  
   Answer: After a short while of not using the system, users were observed taking 3 to 5 minutes before beginning to use the system.  
   Question: Can user recognize parts of a page?  
   Answer: When users were met with screenshots of some of the more recognizable sections of pages, they were able to correctly identify the page 70% of the time.
3. Utility: Our products search bar within the storage page provides users with a powerful utility to narrow down which Pokémon they are wanting to see without having to scroll long distances when there are large amounts of Pokémon within the storage unit. In addition to search, giving the users the ability to sort Pokémon provides great utility by ordering the Pokémon by level.  
   Question: Are users satisfied with the functions available to them?  
   Answer: When given a short survey asking them to rate the different functions, users rated overall function satisfaction as a 4.6 out of 5.  
   Question: Are users able to easily use the search bar to find Pokémon?  
   Answer: Yes, the search bar is clearly labeled, and the user can search for specific Pokémon using it.