

Break Game Night

ACIT 2910 MOBILE APP

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Table of Contents

INTERVIEW.....	3
USER FLOW.....	17
SURVEYS.....	17
PERSONAS	21
USER STORIES	24
CUSTOMER JOURNEY MAP	27
WIREFRAMES	28
USER TESTS	40

Interview

INTERVIEW 1

1. Do you play tabletop, video games, or online games?

Video games

2. How many times in the past month have you gone to a gaming event?

2

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

yes

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Not play video games, tabletop (party games)

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

Yes many, very unorganized predetermined times and on a schedule sometimes forget. If they had the free time they would go to an event

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yes if they get something in return almost the cost of entry. SWAG

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Not a big organizer, be used weekly to check to see if their was events and updates. Changes to events or times

8. What would you like to see in such an application

Make an event either public or private

9. What type of player are you? (Social..Competitive...Casual..)

Very Competitive

10. Would you pay for an application like this, if so how much? If not, why not.

Yes around \$2 or \$0.99 a month

INTERVIEW 2

1. Do you play tabletop, video games, or online games?

online

2. How many times in the past month have you gone to a gaming event?

0

3. Was there a time during one of these events where someone has said “I should have invited so and so” or something similar?

Yes

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Board games because more people can play. If video games people of similar skill level

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

no , don't hear about them or no friends are going

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yeah definetly, if he was good go to show off or get a prize. Door prizes might help

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Not too much, would use social media because more people use it. If they were a group that used it then yes

8. What would you like to see in such an application

Social media connectivity, simple nice layout

9. What type of player are you? (Social..Competitive...Casual..)

casual

10. Would you pay for an application like this, if so how much? If not, why not.

Probably not may \$0.99. Would resort to facebook if free. Ios banner ads are good a one time fee would be good to remove them

INTERVIEW 3

1. Do you play tabletop, video games, or online games?

5:drinking games

2. How many times in the past month have you gone to a gaming event?

1 or 2

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

No, not really

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Party game

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

1, it was great

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yes, more inclined if they for free swag or drinks

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

1 or 2 times

8. What would you like to see in such an application

Game suggestions, advertisements for sponsored parties

9. What type of player are you? (Social..Competitive...Casual..)

social

10. Would you pay for an application like this, if so how much? If not, why not.

no , they are cheap and would use social media because it is free

INTERVIEW 4

1. Do you play tabletop, video games, or online games?

Mobile games

2. How many times in the past month have you gone to a gaming event?

1

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

Yes, it happens often

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Classic board game, party games

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

no , because one she passed by a event and they aren't her type of people

6. Would you be more enticed to attend an event hosted by an official sponsor?

yes , expect to get prizes, make new friends network

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Use it every time to plan an event

8. What would you like to see in such an application

Online chat option for an event

9. What type of player are you? (Social..Competitive...Casual..)

social

10. Would you pay for an application like this, if so how much? If not, why not.

Maybe, \$2. If the ads were annoying they would pay to get rid of them

INTERVIEW 5

1. Do you play tabletop, video games, or online games?

Mobile, console, party, card

2. How many times in the past month have you gone to a gaming event?

1

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

Maybe

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Card games, party games, classic

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

2, one got they got creeped out, had fun at the other

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yes, a good time merch is nice to get

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Notifications for events

8. What would you like to see in such an application

A rating of experience at an event that happens more

9. What type of player are you? (Social..Competitive...Casual..)

Social - competitive

10. Would you pay for an application like this, if so how much? If not, why not.

Wouldn't mind small banner ads, app store style like a \$1

INTERVIEW 6

1. Do you play tabletop, video games, or online games?

All genres

2. How many times in the past month have you gone to a gaming event?

None this month

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

Yes, we missed someone

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

I suggest both physical and online games.

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5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

Dark Souls 3 Launch Event at EB Games

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yes depending on the event. I went to DotA International in Seattle the past few years.

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Once a week

8. What would you like to see in such an application

Low battery/data consumption

9. What type of player are you? (Social..Competitive...Casual..)

Casual/Competitive

10. Would you pay for an application like this, if so how much? If not, why not.

I'd pay for premium if it was a good app. I hate adverts

INTERVIEW 7

1. Do you play tabletop, video games, or online games?

All kinds

2. How many times in the past month have you gone to a gaming event?

None

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

We would go to a friends house and realize we had no agreement of what kind of game we would be playing.

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

I let other people decide the games being played

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

Fallout 4 Event

6. Would you be more enticed to attend an event hosted by an official sponsor?

Depending on the event. Pokemon events for sure

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

2-3 times a week

8. What would you like to see in such an application

I would like to see a lot of game events by official big companies around my area

9. What type of player are you? (Social..Competitive...Casual..)

Social

10. Would you pay for an application like this, if so how much? If not, why not.

Wouldn't mind small banner ads, app store style like a \$1

INTERVIEW 8

1. Do you play tabletop, video games, or online games?

Tabletop, video

2. How many times in the past month have you gone to a gaming event?

None

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

No

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Mostly video games

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

Really depends on the event/game.

6. Would you be more enticed to attend an event hosted by an official sponsor?

Would like to see maybe a big mobile game events sponsor

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Not very often

8. What would you like to see in such an application

N/A

9. What type of player are you? (Social..Competitive...Casual..)

Casual social

10. Would you pay for an application like this, if so how much? If not, why not.

I wouldn't pay.

INTERVIEW 9

1. Do you play tabletop, video games, or online games?

Table top and video

2. How many times in the past month have you gone to a gaming event?

3. Was there a time during one of these events where someone has said “I should have invited so and so” or something similar?

yes

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Mostly table top

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

no , would go if liked people.

6. Would you be more enticed to attend an event hosted by an official sponsor?

No, too much pressure to be good at the game

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Once per week

8. What would you like to see in such an application

Way to invite people without having your phone number

9. What type of player are you? (Social..Competitive...Casual..)

social

10. Would you pay for an application like this, if so how much? If not, why not.

Probably not because cheap, more likely to use it if it was free with ads

INTERVIEW 10

1. Do you play tabletop, video games, or online games?

All of the above

2. How many times in the past month have you gone to a gaming event?

3 or 4

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

yes

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

cooperative

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

No because of social anxiety

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yeah totally

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

All the time

8. What would you like to see in such an application

List of confirmed maybe and invited people. Games in the roster

9. What type of player are you? (Social..Competitive...Casual..)

Social

10. Would you pay for an application like this, if so how much? If not, why not.

Sure if it was within reason couple bucks

INTERVIEW 11

1. Do you play tabletop, video games, or online games?

yes , lots of table top some online rarely video games

2. How many times in the past month have you gone to a gaming event?

once

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

All the time constantly telling people to invite more people

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Quick fly witty answer type games (party)

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

Yes didn't care for it, prefer to play with people they know personally and not total strangers

6. Would you be more enticed to attend an event hosted by an official sponsor?

If we get free swag then yes

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

Yes it make would it easier. As often as possible

8. What would you like to see in such an application

Have separate categories for people ie groups

Notify people of a new game and the ability to post the instruction booklet so people can learn the rules before hand

Kitten! :)

9. What type of player are you? (Social..Competitive...Casual..)

Really depends on the game and mood more social competitive

10. Would you pay for an application like this, if so how much? If not, why not.

If it was less than 5

INTERVIEW 12

1. Do you play tabletop, video games, or online games?

Yes mostly the first two

2. How many times in the past month have you gone to a gaming event?

3

3. Was there a time during one of these events where someone has said "I should have invited so and so" or something similar?

yes

4. What kind of game would you usually suggest to be played (Like video, board or some other)?

Something fun for a large group of people

5. Have you ever been to an event at a local store? If so what was your experience? If not, why?

yes , mostly fun and with people i don't know more fun with friends

6. Would you be more enticed to attend an event hosted by an official sponsor?

Yeah maybe wouldn't hurt, show up and get stuff

7. If there was an application that would let you organize an event, how often do you think you would use that for game organization?

weekly

8. What would you like to see in such an application

A way to show what games people have and number of players for each game

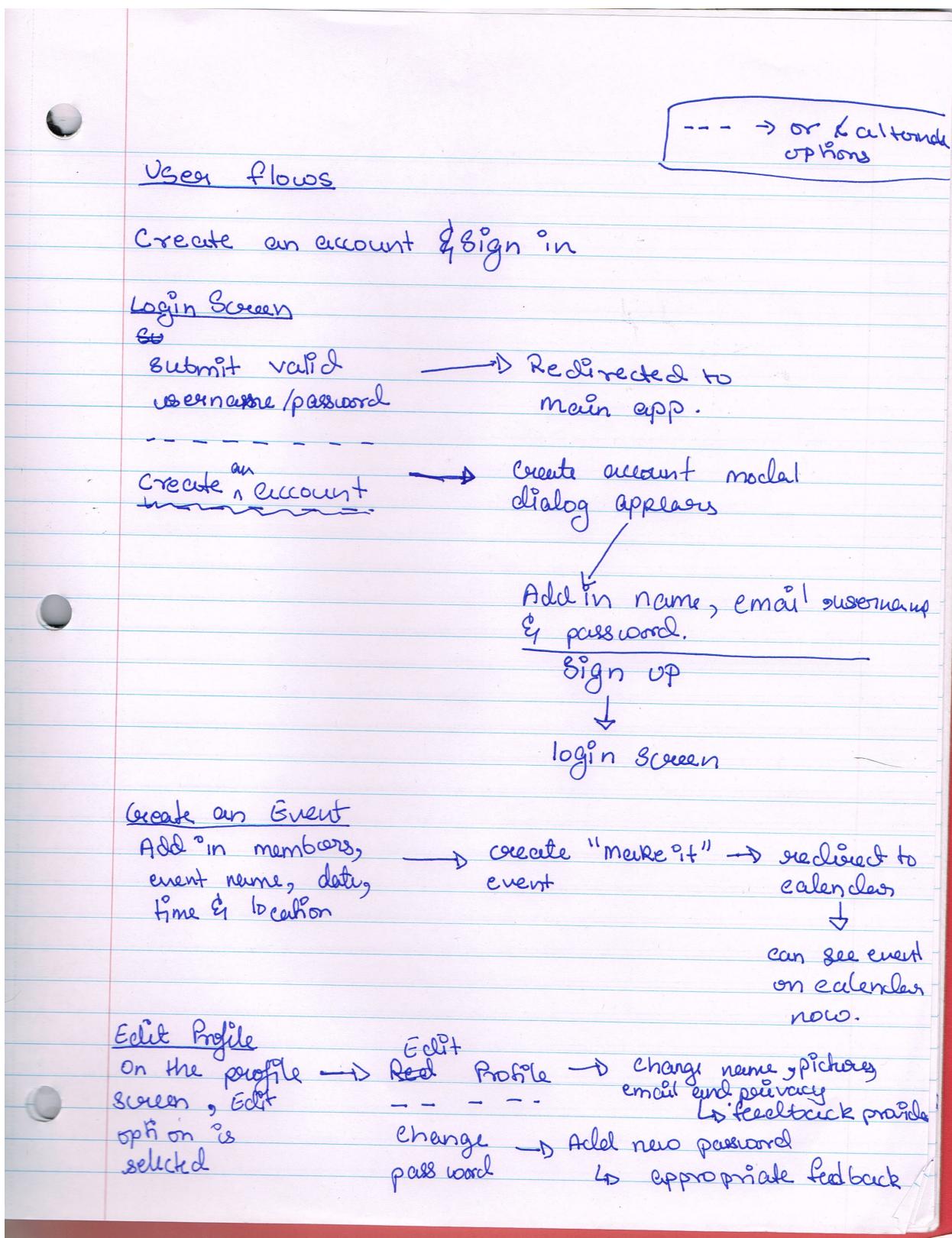
9. What type of player are you? (Social..Competitive...Casual..)

Casual Social

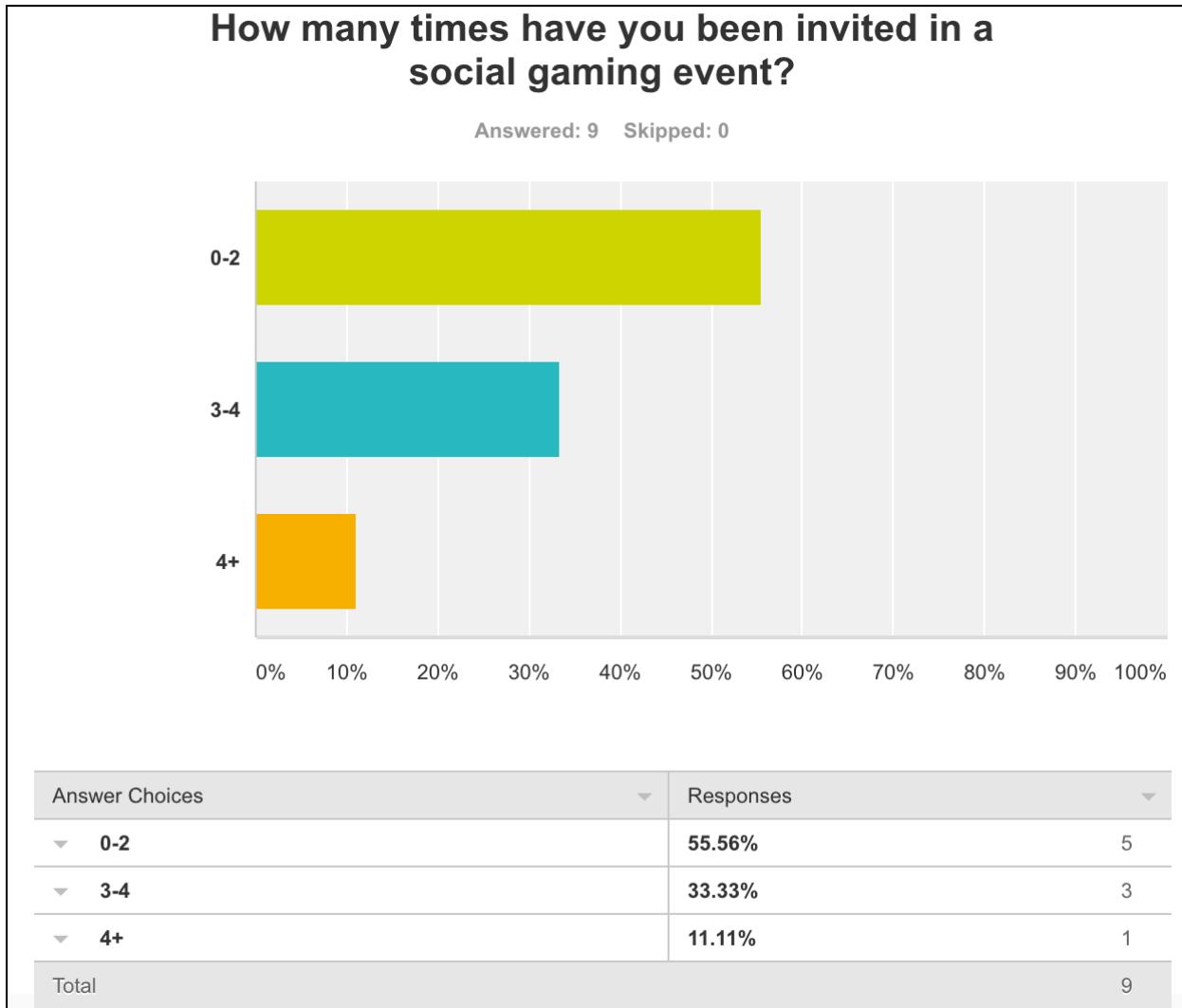
10. Would you pay for an application like this, if so how much? If not, why not.

Maybe depends on the price. Less than \$3

User Flow



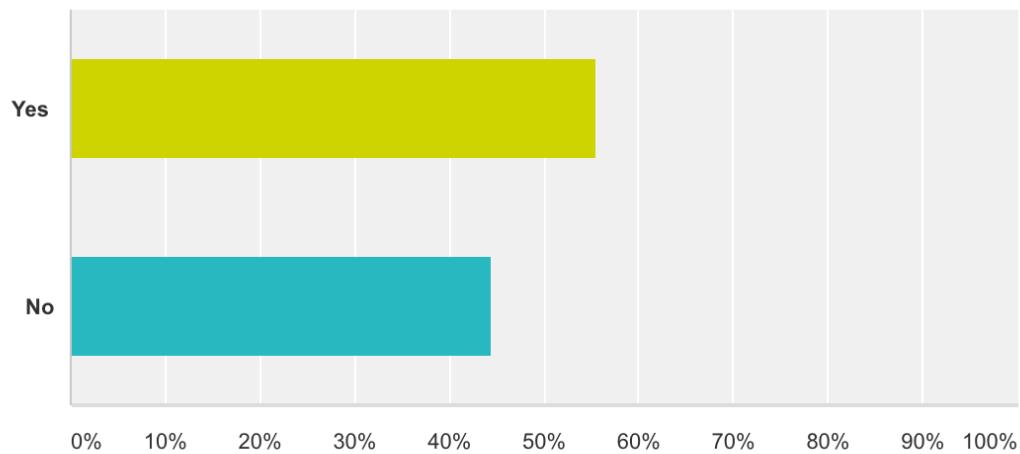
Surveys



Executive Summary: Many people have never been to an sponsored or social gaming event as they weren't notified or invited to it.

Would you like to know about any local or sponsored events?

Answered: 9 Skipped: 0

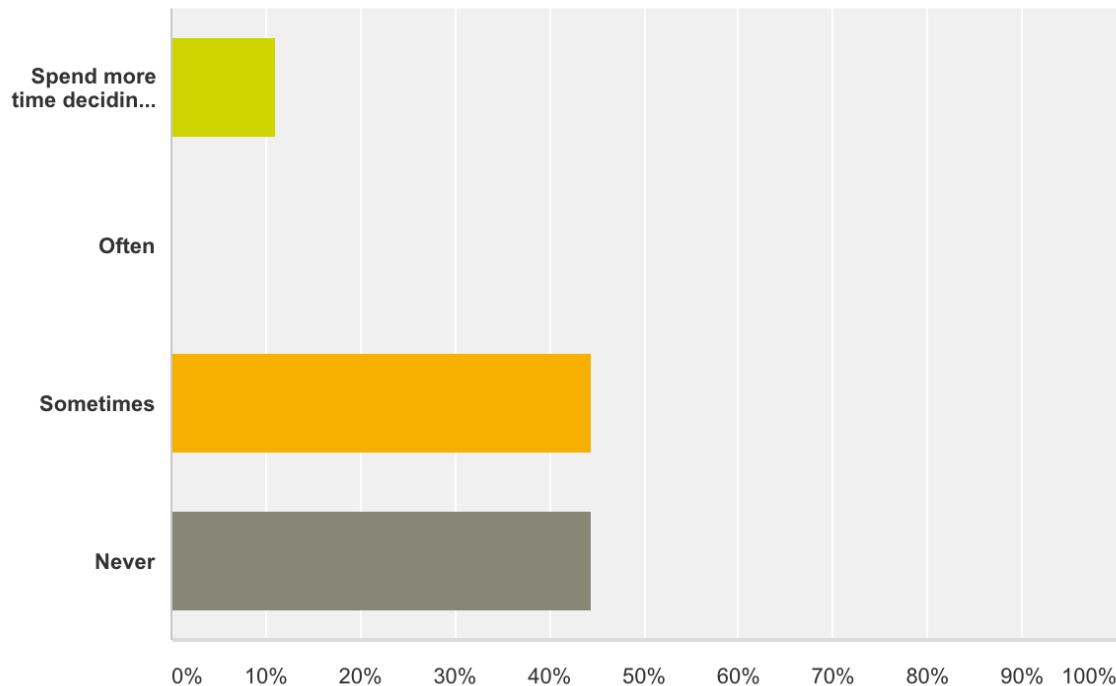


Answer Choices	Responses
▼ Yes	55.56%
▼ No	44.44%
Total	9

Executive Summary: Most of the people would like know about any local or sponsored event to participate in them and be invited to them.

How often do you struggle when deciding which game to play at a social event?

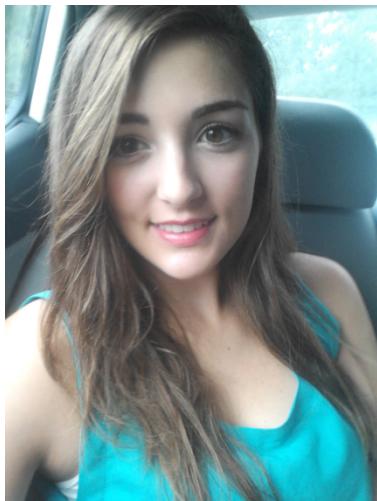
Answered: 9 Skipped: 0



Answer Choices	Responses
▼ Spend more time deciding than playing	11.11% 1
▼ Often	0.00% 0
▼ Sometimes	44.44% 4
▼ Never	44.44% 4

Executive Summary: When asked how much time the users spent their time wasting on deciding which game to play, most said that they spent quite a lot of time on that and would be able to plan it out before the event even occurs.

Personas



Name: Anya Stevenson

Age: 18

Profession: College Student

Marital Status: Single

Ethnicity: Caucasian

Language(s) Spoken: English, Russian and Spanish

Characteristics:

- Is a casual gamer
- Loves hanging out with her friends and doesn't want to meet new people
- Is very comfortable with technology
- Is an avid game organizer
- Likes getting SWAGS from social events
- Is a cheap spender

Pain Points:

- Doesn't want any spam emails
- Is very concerned with her privacy and would not like her personal information publicized
- Wouldn't like to spend on an organizing app, would like a free app (advertisements are okay).
- If the display is too complicated, she will be frustrated and will stop using the app.
- Doesn't want strangers to contact her.

Needs:

- Requires the display of the app to be minimalistic and clean.
- Requires an option to make her profile private.
- Would want to connect to social media to invite her friends
- Needs to know the members invited to a particular game event



Name: Joshua Goodfellow
Age: 26
Profession: Audio Engineer
Marital Status: Single
Ethnicity: Caucasian
Language(s) Spoken: English and Japanese

Characteristics:

- Hardcore gamer
- Considers gaming his second full-time job
- Enjoys watching cartoons
- Suffers from social anxiety
- Well organized with his time management

Pain Points:

- Dislikes idling
- Hates intrusive notifications/alarms
- Will only attend events if people he knows is going as well
- Finds apps difficult to navigate through if buttons are too small

Needs:

- Feels he always needs to be right in any discussion he participates in
- Requires big buttons on mobile apps because his fingers are large
- At an event, would like the itinerary to be followed on time/strictly
- Would like to be the first person to know of any game release/event announcement



Name: Steve Smithe
Age: 24
Profession: Barista
Marital Status: Engaged
Ethnicity: Caucasian
Language(s) Spoken: English, French, Japanese

Characteristics:

- Easygoing
- Likes to meet new people
- Avid gamer (Tabletop and Video)
- Enjoys taking tabletop games to the local bar to play

Pain Points:

- Not a lot of disposable income
- Dislikes Intrusive notifications
- Dislikes confusing layouts
- Dislikes entering an app and not knowing what to do

Needs:

- Likes to have games organized when the event starts
- Likes to organize gaming events
- Wants to know when local stores are having events
- Needs to connect to social so he has access to lots of his friends



Name: Michael Stromford
Age: 42
Profession: Game Store Owner
Marital Status: Married
Ethnicity: French-Canadian
Language(s) Spoken: English and French

Characteristics:

- Social board game player
- Likes to organize grand social gaming events
- Can't live without data/wi-fi
- Loving husband
- Adaptable to technology advancements

Pain Points:

- Will get frustrated if the app is too cluttered and difficult to navigate around
- Is getting older and has trouble with small hard to read text
- Gets frustrated if there is a lot of bugs
- Unsatisfied of apps that use up too much background memory and data

Needs:

- Should be able to reach out to a massive amount of gamers
- To have different profiles: himself and the store (wants this as a marketing option)
- If using any organizer, must be adept for the sake of his store or any events planned
- To be able to advertise his store and events at his store

Day in The Life

Anya

1. Anya is running late for her morning class after a night of a gaming session with friends
2. During class, she checks her morning messages for any plans tonight
3. After morning classes Anya meets up with her friends for lunch
4. Her group decides to eat off campus because of a special deal at a nearby donair shop
5. Heading back to campus Anya runs into an acquaintance she hasn't met since attending a local event.

6. Anya discovers her acquaintance is playing a game she happens to be enjoying at the moment
7. The two share contact details and decide to meet online tonight
8. After classes, Anya races home to finish up her homework and chores
9. Anya then meets up with her acquaintance online and start playing games until bed time

Joshua

1. On the morning of Joshua's first day of his 2 week vacation, he checks his online notifications
2. He discovers there will be a flash midnight launch of his favorite online game franchise, "World of Warquest: The Hot Plate", at a game store in a location he is unfamiliar with
3. He then alerts all his friends, to find out who will be lining up with him
4. To kill time until the meetup time arrives, Joshua decides to watch his animated cartoons
5. He instead scrambles all over the internet to find any leaked information of the game
6. Skipping lunch, Joshua finds it real difficult to kill time
7. Joshua decides to play a few online rounds of his game while watching YouTube on a secondary monitor
8. After his gaming session, Joshua realizes he could watch his cartoon animation shows on his phone while waiting in line
9. Joshua heads out early, and arrives at the venue at the meetup time, 7pm
10. Shortly after his friend arrive, the lineup begins
11. At midnight, Joshua and his friends get their copies of the game
12. Joshua heads straight home to install and play his game

Steve

1. Steve arrives at work and a co-worker asks what he is doing that weekend
2. Steve responds with nothing and his co-worker suggests they get a group together and play games
3. Steve thinks about it as he is working about who is going to invite
4. A friend of Steve's stops by and also asks what he is doing this weekend
5. Steve responds with he is thinking of planning a night to play games
6. His friend says that is a great idea and should invite certain people
7. During his break Steve texts or calls all the people he was thinking of inviting
8. He gets a few responses during his break and people are asking what games they will be playing
9. When Steve gets off work he has heard from a few more people accepting or declining text messages.

Michael

1. Michael arrives at his store a bit before opening
2. He checks his email, and phone messages before unlocking the store
3. He receives an email from a game company asking him to do a launch event for their new game coming out in two weeks
4. He responds to the email saying he will host the event
5. During the day in between customers he creates flyers to put up in his store, emailing customers that are on the mailing list, and putting up a notification on the store's Facebook page
6. He closes up the store and heads home
7. On his way home he decides he should have a sale on the that company's games
8. When he gets home he makes up new flyers to advertise the event and the sale

User Stories

1. As a gamer, I would like to see which of my friends are invited to the same event so that I can feel more comfortable.
2. As a frequent user, I would like to be able to make my profile private and customize my privacy settings so that my personal information is not publicized.
3. As a gamer, I would like to connect my Facebook to the application so that I can invite my Facebook friends to an event
4. As a business owner, I would like to create an account for a business (rather than a person) so that I can advertise any social events.
5. As a frequent user, I would like to have a minimalistic and easy to understand design for the app so that it is easier for me to navigate around and find what i need.
6. As a social gamer, I would like to be able to make new friends at events so that my circle of friends grows
7. As a casual gamer, I would like to attend simple and spontaneous outings so that I have plans or backup plans for my Friday nights
8. As a competitive gamer, I would like to challenge local gamers of my skill level to further increase my performance
9. As an unorganized user, I would like to interact with an engaging and interactive UI so that I can positively reinforce and discipline my organization skills
10. As a parent, I would like the UX of the app to be simple so that my kids can use the app
11. As a frequent User, I would like to know if any local stores are hosting any sponsored events
12. As a new user, I would like to be able to understand what I can do when I first open the app
13. As a tech-savvy user, I would like the app not to take up too much background memory or data

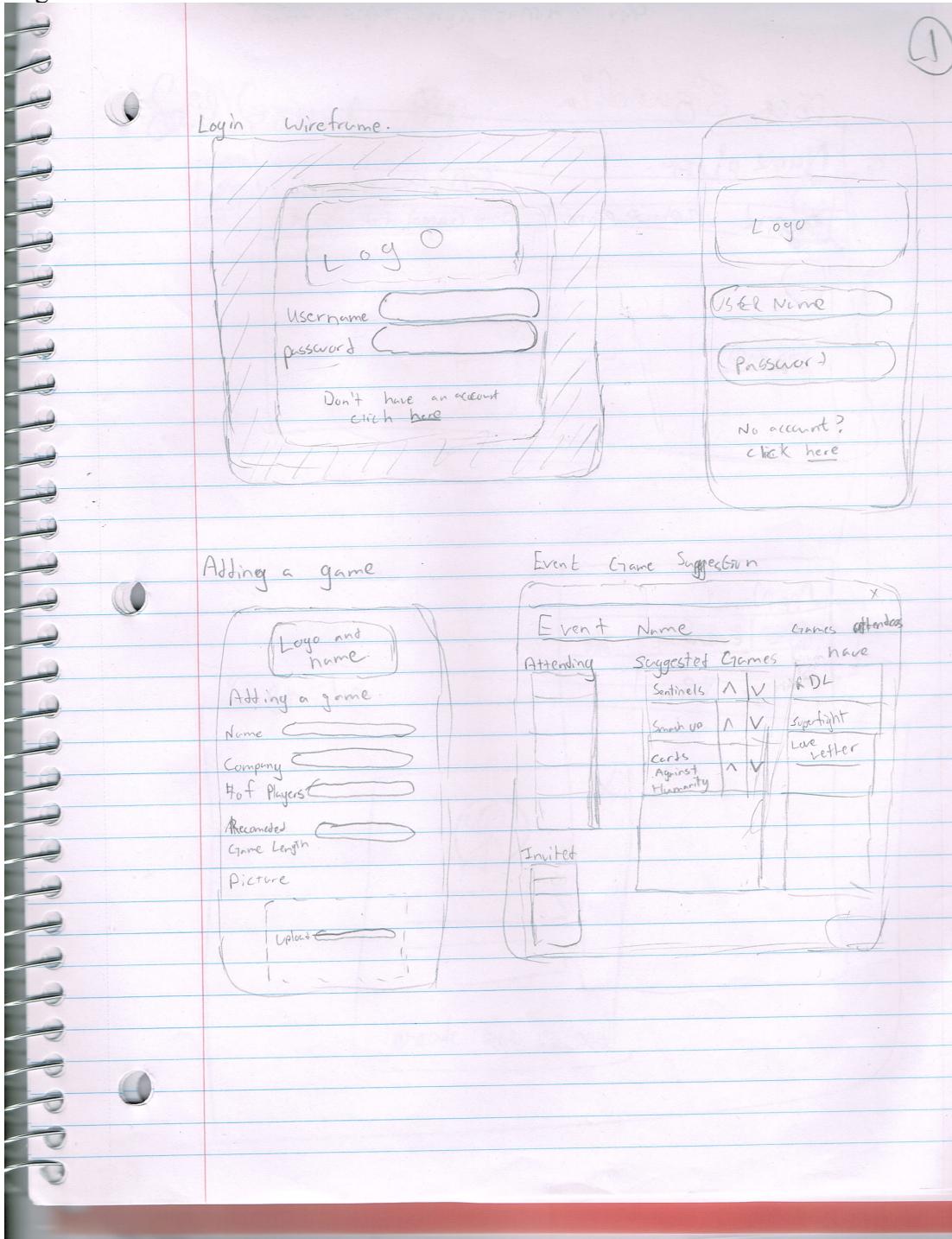
14. As a business owner, i would like to advertise events happening at my store
15. As an older user, I would like the text to be readable without zooming in or an aid

Customer Journey Map

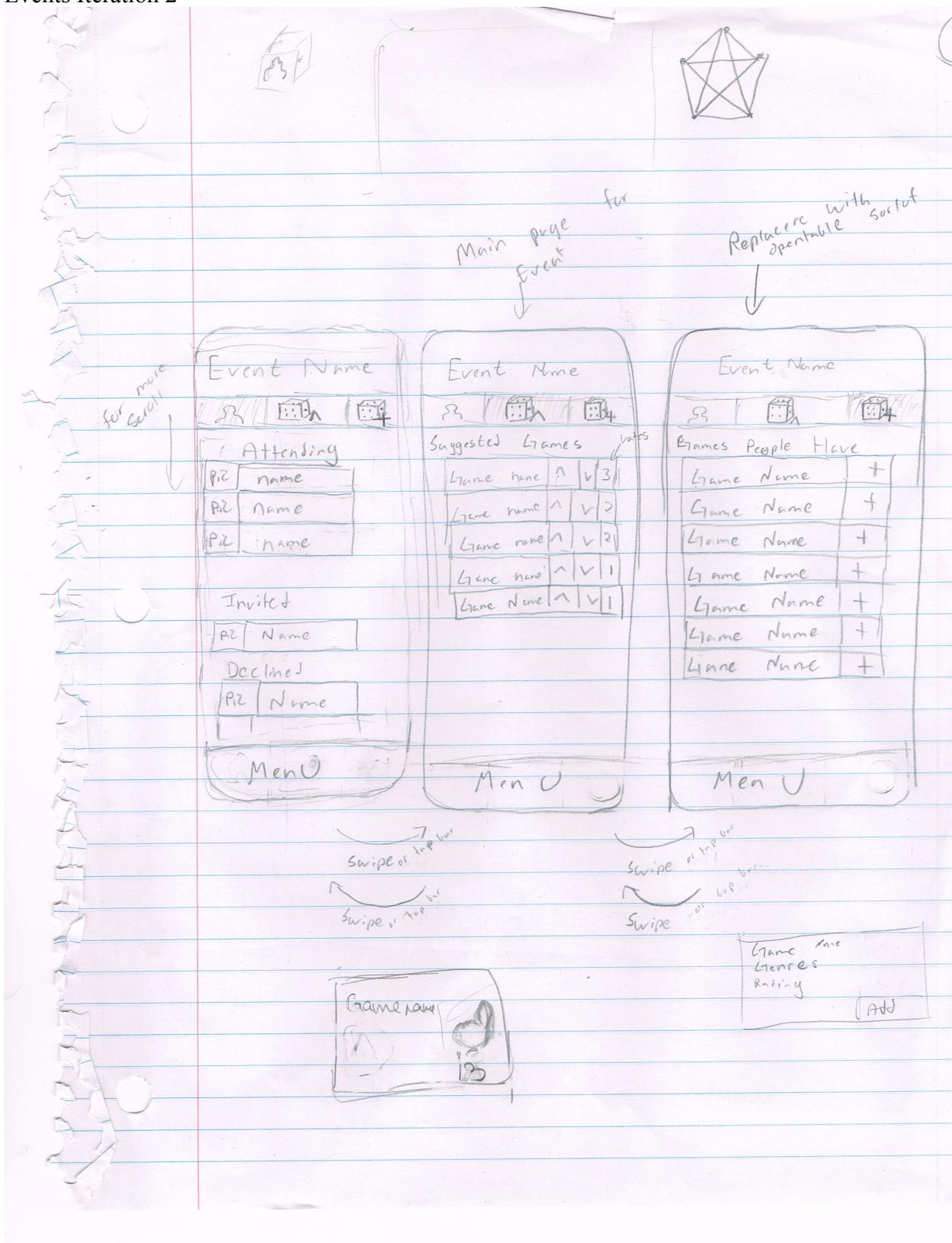
	Word of Mouth	Events	Social Media	Website	Advertisements
Online Experience	<ul style="list-style-type: none"> • Through our users own personal experiences with our app they will tell their friends to use it so it makes event organizing easier • Meet someone at a store you can add them to your friends list to invite them 	<ul style="list-style-type: none"> • Have a representative attend large gaming events and conventions to interact with people about our app 	<ul style="list-style-type: none"> • Have a twitter account so we can interact with our users quickly • Use our facebook account in a similar manner as our twitter account to get user feedback 	<ul style="list-style-type: none"> • Use our website as a hub to collect user complaints and suggestions. • THe main source for users to keep up to date about our app 	<ul style="list-style-type: none"> • Place advertisements on websites more specifically game web sites • Have gaming companies advertise us in their game inserts • Have flyers up in gaming stores

Wireframes

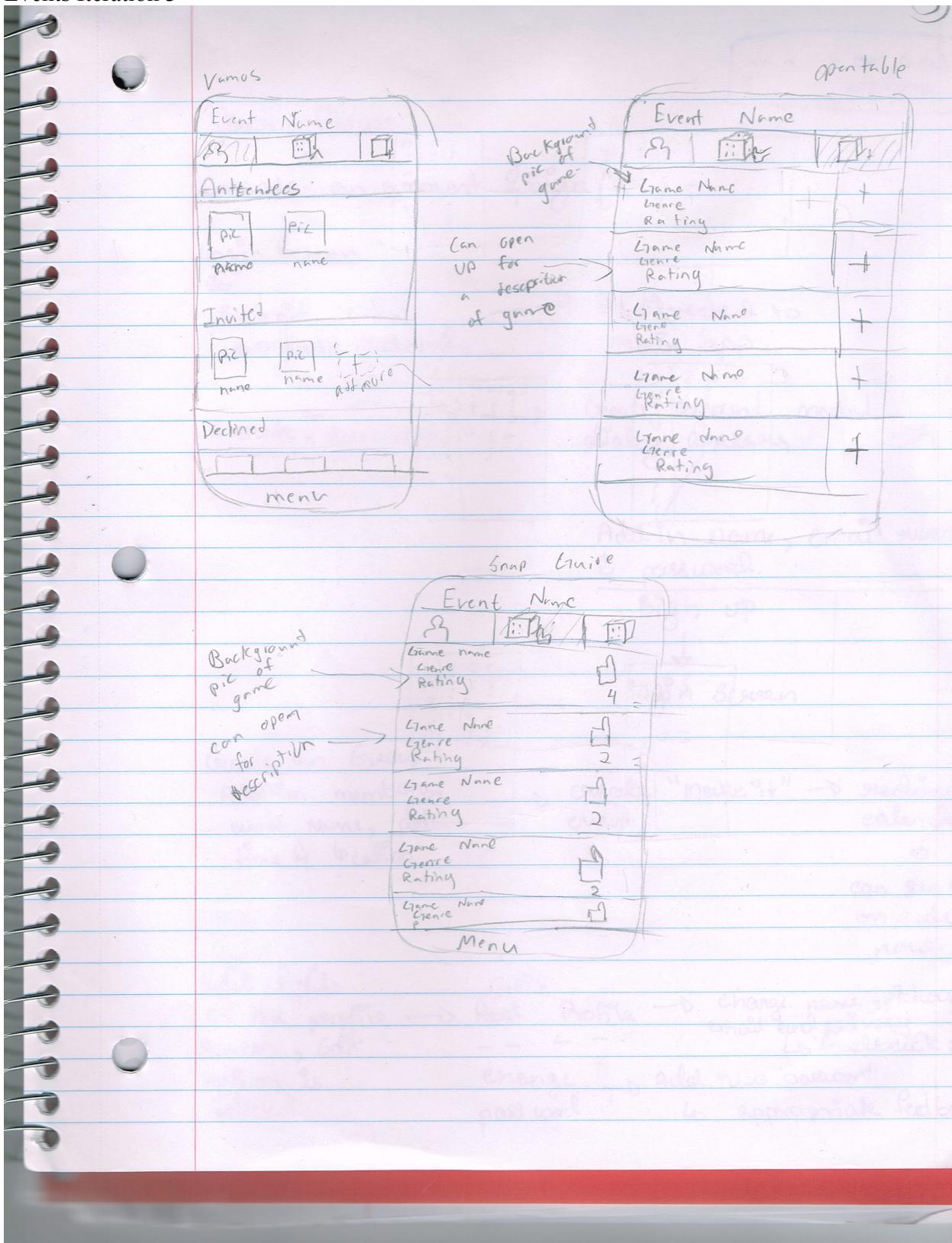
Login and Events Iteration 1



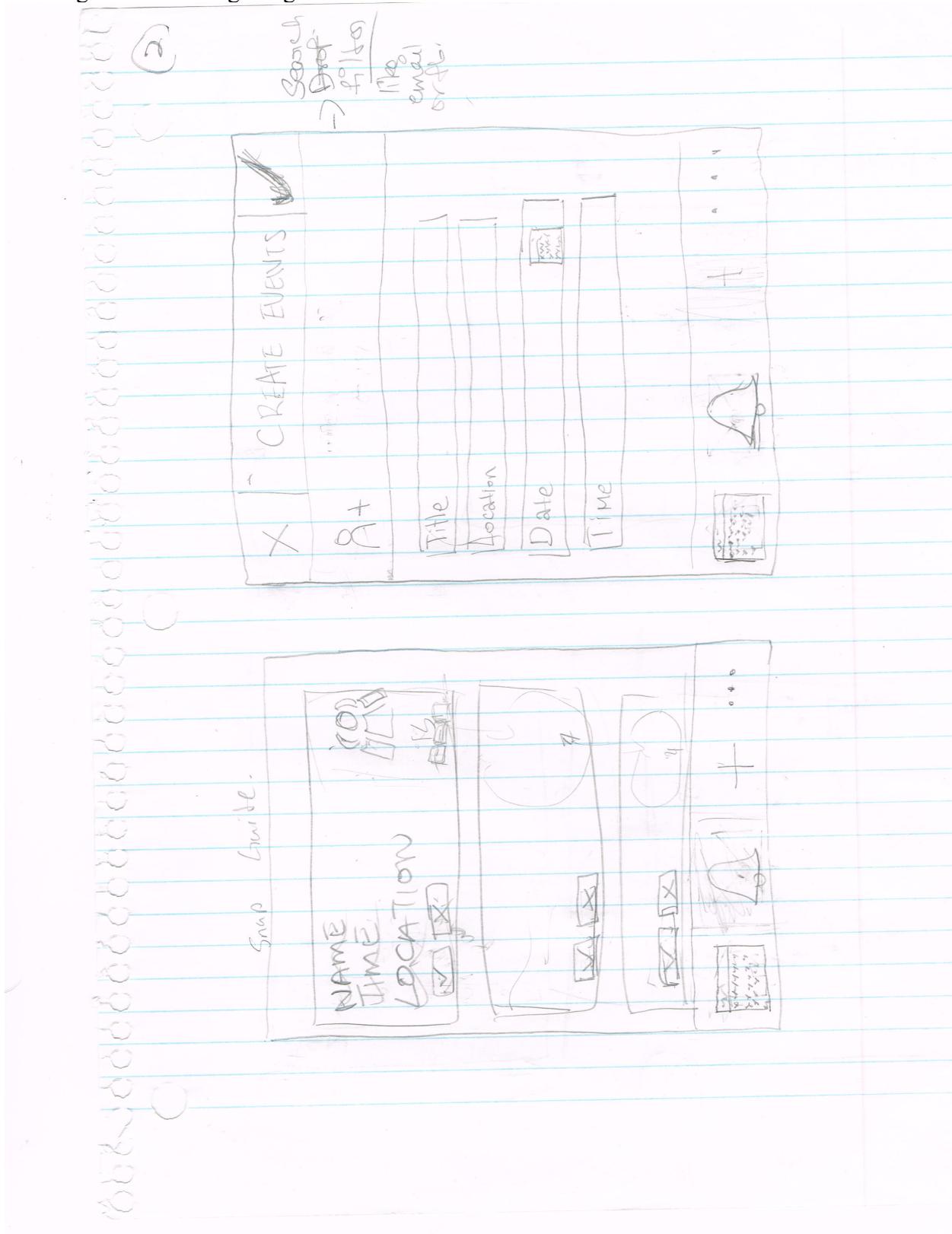
Events Iteration 2



Events Iteration 3

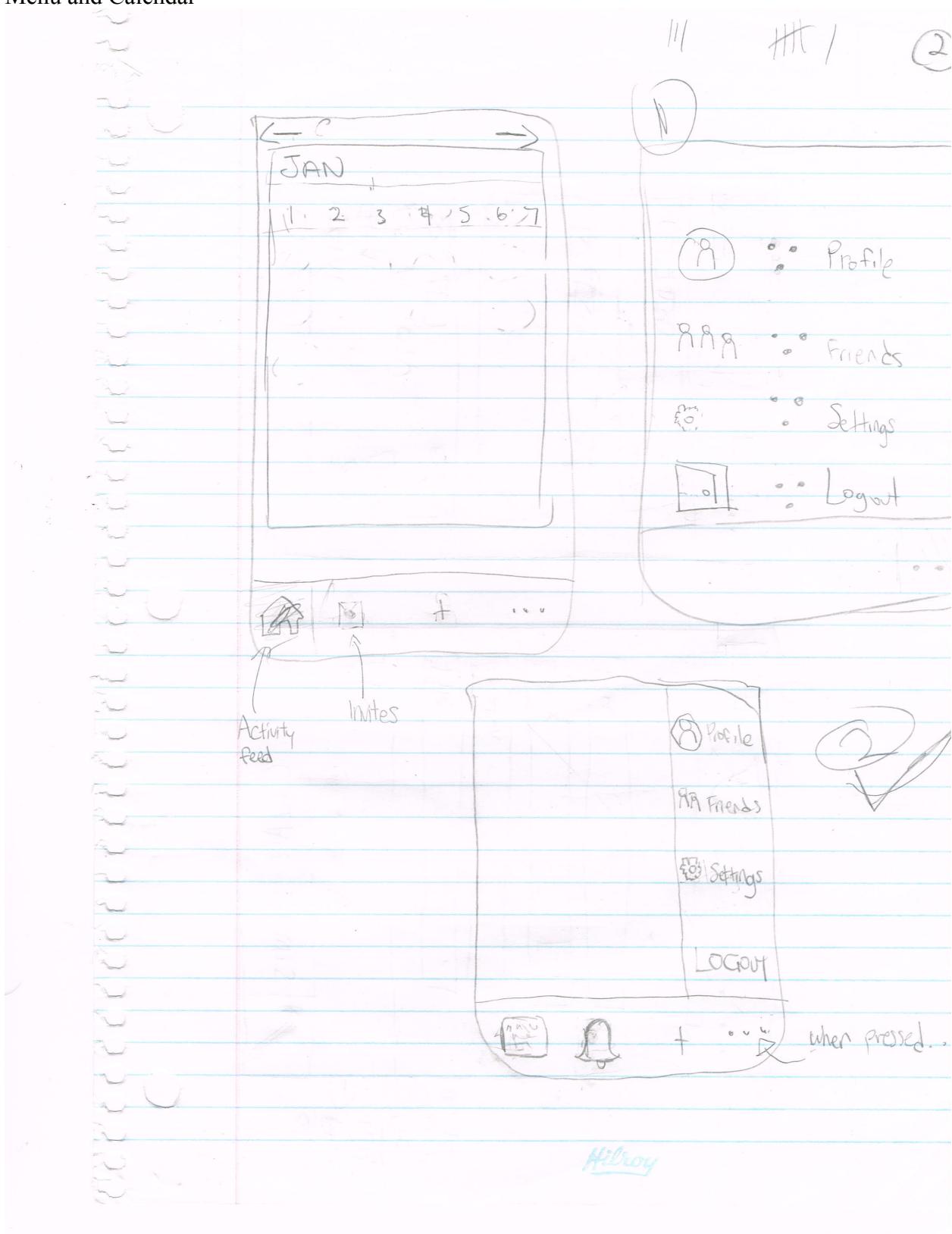


Creating an Event and getting notifications



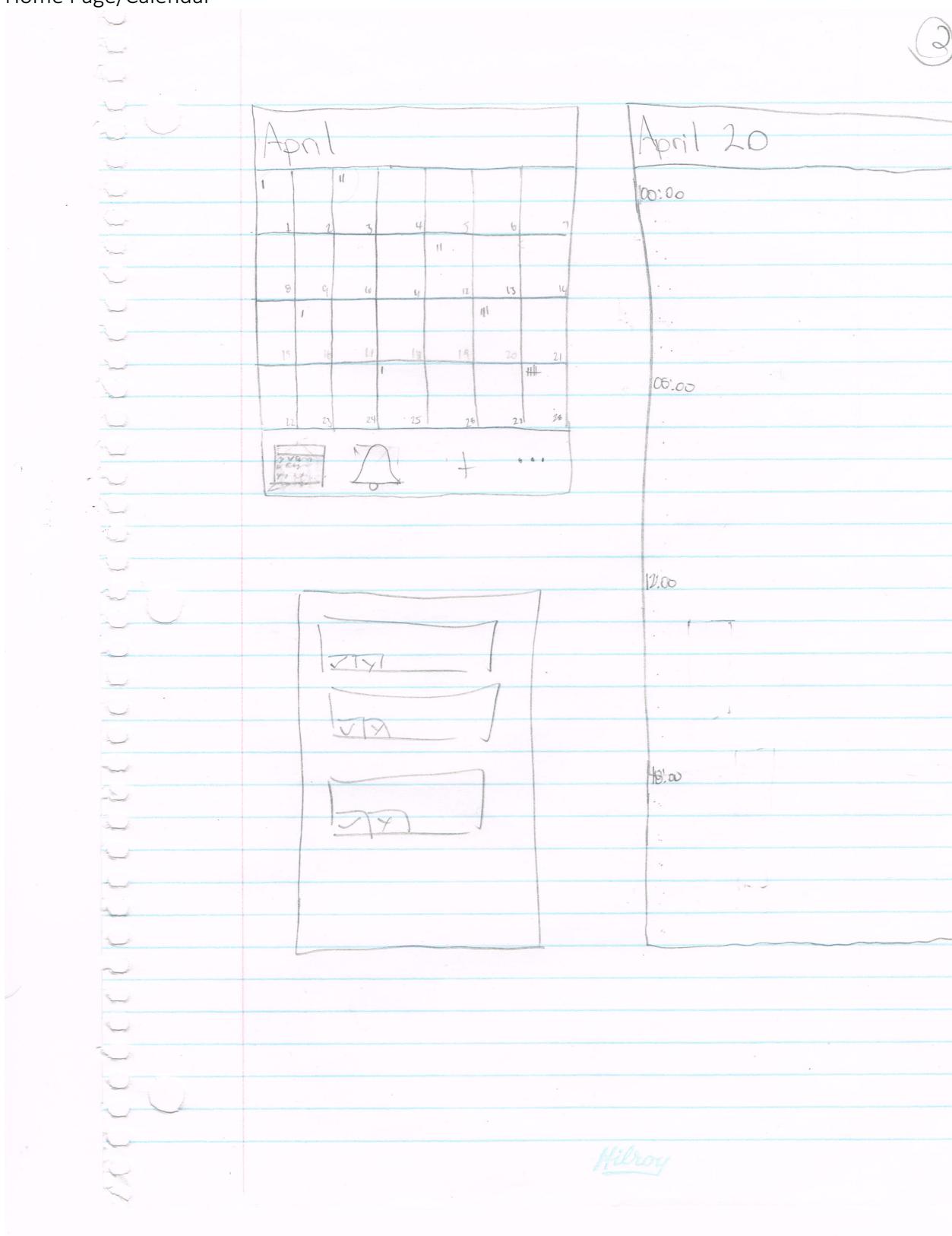
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Trung (Kelvin) Trieu

Menu and Calendar



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Andrew Schaub
Trung (Kelvin) Trieu

Home Page/Calendar



Usability Heuristics

Action or component in your UI (e.g., login, menu):	Create an Account
Jakob Nielsen heuristic followed (i.e., name it and describe it):	Error Prevention Providing error prone messages Visibility of system status Provide feedback after an action
Why it follows that heuristic:	While creating an account a user can cancel the entire process and recover from some error. This provides them a secondary action. After creating an account the user is informed that they “are now part of the group”, therefore informing them that their account has been made.

Action or component in your UI (e.g., login, menu):	Login
Jakob Nielsen heuristic followed (i.e., name it and describe it):	Aesthetic minimalist design Don’t display irrelevant information to the user Consistency and Standards Don’t make users guess.
Why it follows that heuristic:	The page has a contrast of black writing over white. All of the input fields are aligned at the same measurement. Our login follows the usual login page setup with the two inputs and then a forgot password option. After some space it is followed by the Sign in button. We also have it consistent by matching the colors of the banner and the button.

Action or component in your UI (e.g., login, menu):	Create an event?
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Error Prevention Good careful error messages that help the users</p> <p>Recognition rather recall Minimize users memory load. Don't make the users think.</p> <p>Consistency and Standards Follow conventions and don't make the user's guess.</p> <p>Visibility of system status User is provided with valuable feedback</p>
Why it follows that heuristic:	<p>In the form to create an event, the user is allowed to back out by the cancel button. It is a secondary option that gives the user some space to back out of an action(creating an event).</p> <p>In the form the user can select a calendar date directly from a real world calendar rather than typing out the date information.</p> <p>All of the buttons for confirmation throughout the app are situated on the left with the secondary action in red and smaller font.</p> <p>After the user completes an event they are redirected to the calendar page with the new event now shown on the calendar</p>

Action or component in your UI (e.g., login, menu):	Menu
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Match between system and the real world Speaking the user's language, phrases, concepts, words.</p> <p>Minimalistic aesthetic design Don't display irrelevant information to the user, and display the information using principles of contrast, alignment, repetition and proximity</p>
Why it follows that heuristic:	All of the glyphicons in the menu represent an object in the real world. For example, the calendar icon represents a calendar in the

	<p>app and the bell icon represents a notification (as a bell used to be used to notify somebody of dinner being ready or something like that).</p> <p>The icons are coloured white because it contrasts against the teal in the background. There are also spaced out in the same proximity and they are all aligned from the left to right.</p>
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Action or component in your UI (e.g., login, menu):	Exiting a selected event
Jakob Nielsen heuristic followed (i.e., name it and describe it):	User Control and Freedom - an “Emergency exit” if they select the wrong event
Why it follows that heuristic:	This allows the user to exit out of an event if it is selected by accident or when they are finished viewing the selected event

Action or component in your UI (e.g., login, menu):	Adding a Friend to an event
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Recognition Rather than Recall- make the user recognize what something does instead having to remember every time what the option does</p> <p>Aesthetic and minimalist design - everything displayed is relevant and not in any way excessive</p>
Why it follows that heuristic:	<p>It is clearly marked with words and a familiar icon for adding people or pictures to any app. It is also clearly displayed under the invited heading so you can invite more people and that is where they will be added to before they accept or decline the invitation</p> <p>The attendees page is laid out simply and in the same style as the friends list. It simply display the people attending, invited, and</p>

	defined the invite. As well as a way to add a more people to the event
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Action or component in your UI (e.g., login, menu):	Upvoting a suggested game
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Recognition Rather than Recall- make the user recognize what something does instead having to remember every time what the option does</p> <p>Aesthetic and minimalist design - everything displayed is relevant and not in any way excessive</p>
Why it follows that heuristic:	<p>Using a familiar icon such as the thumbs up the user can recognize it as a way to like or vote up a game that has been suggested for the event. As well the number underneath should be recognized as the number of people that have voted for the game.</p> <p>The Game is displayed in a simple box with the genre of the game and the number of players the game can have.</p>

Action or component in your UI (e.g., login, menu):	Adding a game to the suggested games list from the available games
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Recognition Rather than Recall- make the user recognize what something does instead having to remember every time what the option does</p> <p>Aesthetic and minimalist design - everything displayed is relevant and not in any way excessive</p>
Why it follows that heuristic:	Again we use a familiar icon in the plus for the users should be recognized as a way to add a game to the suggested game section. If that is not familiar enough the word add is underneath to further drive home the point.

	The Game is displayed in a simple box with the genre of the game and the number of players the game can have.
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Action or component in your UI (e.g., login, menu):	Profile
Jakob Nielsen heuristic followed (i.e., name it and describe it):	Match between system and the real world: System contains familiar concepts, words to the user
Why it follows that heuristic:	The page displays an image of the user, representing the logged in user. It also displays words that correspond with user details such as name, username, email, gender.

Action or component in your UI (e.g., login, menu):	Edit Profile
Jakob Nielsen heuristic followed (i.e., name it and describe it):	User control and freedom: Supports undo via backspace Consistency and standards: Consistent between profile and edit profile Error prevention: Checks errors before proceeding
Why it follows that heuristic:	User able to edit their profile details that pertain to them. The consistency is that the settings that are editable match with user profile page. Users are unable to save profile settings unless edited options conform to system standards.

Action or component in your UI (e.g., login, menu):	Calendar
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Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Match between system and the real world: Follows real-world conventions. Makes information appear in a natural and logic order</p> <p>Visibility of system status: Keeps user informed about what is going on, through appropriate feedback</p>
Why it follows that heuristic:	<p>The calendar is a real world artifact. Users are able to recognize the calendar as a symbolic item for organization</p> <p>The calendar keeps the user up to date within a reasonable time frame with the current events of that particular user's schedule. Users can view the status of the calendar at monthly, weekly or daily interval</p>

Action or component in your UI (e.g., login, menu):	Friends
Jakob Nielsen heuristic followed (i.e., name it and describe it):	<p>Recognition rather than recall: Users reduce memory load by making images visible</p> <p>Aesthetic and minimalistic design: page has minimal information</p>
Why it follows that heuristic:	<p>Friends page contains images of the user's friends along with a name that represents that particular image.</p> <p>The friend page compactly contains an image, name that represents that image/friend, and an option to message that friend</p>

User Tests

Date: May 8, 2016	Tester(s):Shaily
<p>What is being tested: Creating an account Sign in and sign out</p>	
<p>Goals of test: User should be able to find the Create An Account button within 3 sec and create an account for them selves in 10 sec. Sign in in 2 seconds and sign out in 4 sec.</p>	
<p>Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p>	
<p>Questions: Why is the more option like a gear? Wouldn't it be better to have a sign out option in the banner?</p>	
<p>Results: Took him 4 sec to find the button and 3 sec to actually create an account Signin: 2 sec Sign out was 6 sec.</p>	
<p>Conclusions: “Creating an account wasn’t too hard” Sign out button needs to be reworked on – Too hard to find this.</p>	

Date: May 8, 2016	Tester(s):Shaily
<p>What is being tested: Creating an Event</p>	
<p>Goals of test: User should be able to find the Create An Event button within 3 sec and create an event for themselves in 10 sec.</p>	
<p>Script steps:</p>	

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Questions:

Why do you have a refresh button?

Results:

Took them 5 sec to find the button (in menu) and 5sec to actually create an event and then 6 sec to find the button to save the event

Conclusions:

Saving an event button placement should be changed.
Don't require a refresh button

NOT A TYPICAL USER:

Date: May 8, 2016	Tester(s):Shaily
<p>What is being tested: Creating an account Sign in and sign out</p>	
<p>Goals of test: User should be able to find the Create An Account button within 3 sec and create an account for them selves in 10 sec. Sign in in 2 seconds and sign out in 4 sec.</p>	
<p>Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p>	
<p>Questions: Where is the logout? How do I create an account?</p>	
<p>Results: Took her 5 sec to find the create an account button, 4 sec to create an account and 10 sec to logout.</p>	
<p>Conclusions:</p>	

Sign out button – Too hard to find this.
Didn't know how to create an account

Date: May 9, 2016	Tester(s):Kelvin
What is being tested: What is being tested: Creating an account Sign in and sign out	
Goals of test: User should be able to find the Create An Account button within 3 sec and create an account for themselves in 10 sec. Sign in in 2 seconds and sign out in 4 sec.	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.	
Questions: Why is the options(or back button) not in the standard spot(upper left)	
Results: . User testing account creation, sign in/out flawlessly	
Conclusions: User questioned button layout. Other than that, perfect execution	

Date: May 9, 2016	Tester(s):Kelvin
What is being tested: Creating an account Sign in and sign out	
Goals of test:	

User should be able to find the Create An Account button within 3 sec and create an account for themselves in 10 sec.

Sign in in 2 seconds and sign out in 4 sec.

Script steps:

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Questions:

User questioned why they had to specify gender during account creation

Results:

Fluid creation, sign in and sign out

Conclusions:

Had more feed back regarding creation of sign blaah

Date: May 9, 2016

Tester(s):Kelvin

What is being tested:

Creating an account
Sign in and sign out

Goals of test:

User should be able to find the Create An Account button within 3 sec and create an account for them selves in 10 sec.
Sign in in 2 seconds and sign out in 4 sec.

Script steps:

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Questions:

Why isn't there a password confirmation during account creation?

Results:

Seasoned mobile user found no problem with account creation and sign in/out.

Conclusions:

Other than password confirmation, no problem with the user testing.

Date: May 9, 2016	Tester(s): Andrew
What is being tested: Creating an account Sign in and sign out	
Goals of test: User should be able to find the Create An Account button within 3 sec and create an account for themselves in 10 sec. Sign in in 2 seconds and sign out in 4 sec.	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.	
Questions: How come I can't log in? Where is the sign out button? Why is the pop out menu a gear, shouldn't it be dots? Can the buttons be bigger?	
Results: Time for Finding create account button: 12 sec Time to create an account: 8 sec Time to log out: 20 sec	
Conclusions: Change the pop out menu button back to the dots Possibly increase Icon size on bar Make sure the user remembers how they spelt their username	

Date: May 9, 2016	Tester(s): Andrew
What is being tested: Creating an account Sign in and sign out	
Goals of test: User should be able to find the Create An Account button within 3 sec and create an account for them selves in 10 sec. Sign in in 2 seconds and sign out in 4 sec.	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.	
Questions: Why is the menu button a gear? Why are my friends minions?	
Results: Time for Finding create account button: 4 sec Time to create an account: 7 sec Time to log out: 15 sec	
Conclusions: Should change gear back to dots Try to keep the tester on track in testing	

Date: May 13, 2016	Tester(s): Shaily
What is being tested: Changing Profile Information Creating an event	
Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs	

Script steps:

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Tell them to locate and change some profile information

Tell them to locate the create event function and create one

Questions:

"Can't it just guide me to the calendar after I make the account, rather than me having to click on it ?"

"Edit Profile button is too small, would be nice to have it a little bigger"

Results:

Time to locate change profile icon: 4sec

Time to change profile:3sec

Time to locate create event:2sec

Time to create and event: 5sec

Conclusions:

When updating profile they can't just update one field, need to update all fields or else it gets nullified.

Smooth transition from pages, knew what all the icons looked like and like having a cancel option that took them back to the profile page

Date: May 13, 2016

Tester(s): Shaily

What is being tested:

Changing Profile Information

Creating an event

Goals of test:

Ability to locate the change profile icon in: 5 secs

Change some Profile INformation in: 10 secs

Locate Create event in: 5 secs

Create an Event in : 20 secs

Script steps:

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Tell them to locate and change some profile information

Tell them to locate the create event function and create one

Questions:

Can't update one field

Results:

Time to locate change profile icon:1 sec

Time to change profile:3sec

Time to locate create event:1 sec

Time to create and event:7 sec

Conclusions:

User had a smooth flow from one page to the other, knew what to do once they were on a new page.

Date: May 14, 2016

Tester(s):Shaily

What is being tested:

Changing Profile Information

Creating an event

Goals of test:

Ability to locate the change profile icon in: 5 secs

Change some Profile INformation in: 10 secs

Locate Create event in: 5 secs

Create an Event in : 20 secs

Script steps:

Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Tell them to locate and change some profile information

Tell them to locate the create event function and create one

Questions:

Why can't I change my profile picture?

Results: Time to locate change profile icon: 20sec Time to change profile: 5 sec Time to locate create event: 10 sec Time to create and event: 16 sec
Conclusions: User wasn't familiar with the icons, couldn't understand what each icon meant. Once they were on the page to change their account or create an event, user didn't have any difficulty.

Date: May 14, 2016	Tester(s): Shaily
What is being tested: Changing Profile Information Creating an event	
Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one	
Questions: Why am i not directed to my event after I create an event?	
Results: Time to locate change profile icon: 2 Time to change profile: 5 Time to locate create event: 0.5 Time to create an event: 14	
Conclusions: User would like to be directed to the exact day once creating an event, they found the icons quite easy to understand and liked changing their profile (a lot).	

Date: May 13, 2016	Tester(s):Kelvin
<p>What is being tested: Changing Profile Information Creating an event</p>	
<p>Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs</p>	
<p>Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one</p>	
<p>Questions "Why is the friend invites thing being stupid?"</p>	
<p>Results: Time to locate change profile icon:8secs Time to change profile:8secs Time to locate create event:3secs Time to create and event:9secs</p>	
<p>Conclusions At first, was weirded out how she was interacting sites built for mobile on a desktop setting. But was okay after.</p>	

Date: May 13, 2016	Tester(s):Kelvin
<p>What is being tested: Changing Profile Information Creating an event</p>	
<p>Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs</p>	

Create an Event in : 20 secs
<p>Script steps:</p> <p>Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p> <p>Tell them to locate and change some profile information</p> <p>Tell them to locate the create event function and create one</p>
<p>Questions</p> <p>"Why is the friend invites thing being stupid?"</p>
<p>Results:</p> <p>Time to locate change profile icon:8secs</p> <p>Time to change profile:8secs</p> <p>Time to locate create event:3secs</p> <p>Time to create and event:9secs</p>
<p>Conclusions</p> <p>At first, was weirded out how she was interacting sites built for mobile on a desktop setting.</p> <p>But was okay after.</p>

Date: May 14, 2016	Tester(s): Kelvin
<p>What is being tested:</p> <p>Changing Profile Information</p> <p>Creating an event</p>	
<p>Goals of test:</p> <p>Ability to locate the change profile icon in: 5 secs</p> <p>Change some Profile INformation in: 10 secs</p> <p>Locate Create event in: 5 secs</p> <p>Create an Event in : 20 secs</p>	
<p>Script steps:</p> <p>Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p> <p>Tell them to locate and change some profile information</p> <p>Tell them to locate the create event function and create one</p>	
<p>Questions:</p>	

Questioned color layout (he knew it was the Sharks)	
Results: Time to locate change profile icon:6s Time to change profile:3s Time to locate create event:2s Time to create and event:8s	
Conclusions Overall, the order of his operations was fluid. The only concern he had was the spacing issue on the navigation buttons. Tester may have OCD. He also wants to let the developers know that the desktop layout is “terrible, just terrible”.	
Date: May 13, 2016	Tester(s):Kelvin
What is being tested: Changing Profile Information Creating an event	
Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one	
Questions Why is everything so small? I can only invite 1 friend?	
Results: Time to locate change profile icon: 18secs Time to change profile:14secs Time to locate create event:11secs Time to create and event:	
Conclusions: Older User testing, not experienced at icon recognition. Difficulty with inviting friends during the create events task. User requests more words.	

Date: May 15, 2016	Tester(s):Kelvin
<p>What is being tested: Changing Profile Information Creating an event</p>	
<p>Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs</p>	
<p>Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one</p>	
<p>Questions: Who's this girl? Is there an easier way to invite more friends?</p>	
<p>Results: Time to locate change profile icon:3secs Time to change profile:5secs Time to locate create event:2secs Time to create and event:8secs</p>	
<p>Conclusions: No real issue that was out of the ordinary. Problems with inviting friends and the Break banner on top.</p>	
Date: May 14, 2016	Tester(s):Kelvin
<p>What is being tested: Changing Profile Information Creating an event</p>	
<p>Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs</p>	

<p>Script steps:</p> <p>Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p> <p>Tell them to locate and change some profile information</p> <p>Tell them to locate the create event function and create one</p>
<p>Questions:</p> <p>N/A</p>
<p>Results:</p> <p>Time to locate change profile icon:4secs</p> <p>Time to change profile:8secs</p> <p>Time to locate create event:3secs</p> <p>Time to create and event:7secs</p>
<p>Conclusions:</p> <p>User had complete understanding of mobile layout. No questions. Complied to each request flawlessly. Found our app concept nifty but will require something unique to compete against Facebook</p>

Date: May 13, 2016	Tester(s):Andrew
<p>What is being tested:</p> <p>Changing Profile Information</p> <p>Creating an event</p>	
<p>Goals of test:</p> <p>Ability to locate the change profile icon in: 5 secs</p> <p>Change some Profile INformation in: 10 secs</p> <p>Locate Create event in: 5 secs</p> <p>Create an Event in : 20 secs</p>	
<p>Script steps:</p> <p>Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p> <p>Tell them to locate and change some profile information</p> <p>Tell them to locate the create event function and create one</p>	

Questions: How would we add more people?
Results: Time to locate change profile icon: 2 Time to change profile: 10 Time to locate create event: 5 Time to create and event: 25
Conclusions: It wasn't clear who they invited to the event when they were creating an event User was able to navigate the app without any problems

Date: May 13, 2016	Tester(s): Andrew
What is being tested: Changing Profile Information Creating an event	
Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs	
Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one	
Questions: How mature do i have to be? How dare you?	

<p>Results:</p> <p>Time to locate change profile icon: 4</p> <p>Time to change profile: 8</p> <p>Time to locate create event: 6</p> <p>Time to create and event: 45s</p>	
<p>Conclusions:</p> <p>They had to enter the information a few times because they kept entering in incorrect information or it wasn't being submitted properly. So a way to keep the information thereafter they hit the submit button and there is a problem</p>	

Date: May 13, 2016	Tester(s): Andrew
<p>What is being tested:</p> <p>Changing Profile Information</p> <p>Creating an event</p>	
<p>Goals of test:</p> <p>Ability to locate the change profile icon in: 5 secs</p> <p>Change some Profile Information in: 10 secs</p> <p>Locate Create event in: 5 secs</p> <p>Create an Event in : 20 secs</p>	
<p>Script steps:</p> <p>Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.</p> <p>Tell them to locate and change some profile information</p> <p>Tell them to locate the create event function and create one</p>	
<p>Questions:</p> <p>Why can't I highlight these things?</p>	
<p>Results:</p> <p>Time to locate change profile icon: 4</p> <p>Time to change profile: 7</p> <p>Time to locate create event: 8</p> <p>Time to create and event: 30</p>	
<p>Conclusions:</p>	

The user kept trying to highlight stuff they wanted to replace when entering information. The inability to do so may have come from us using a touch interface with a mouse

Date: May 13, 2016	Tester(s):Andrew
<p>What is being tested: Changing Profile Information Creating an event</p>	
<p>Goals of test: Ability to locate the change profile icon in: 5 secs Change some Profile INformation in: 10 secs Locate Create event in: 5 secs Create an Event in : 20 secs</p>	
<p>Script steps: Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar. Tell them to locate and change some profile information Tell them to locate the create event function and create one</p>	
<p>Questions: Am i able to add games to the event? Is there a way to ask for dates that work for people?</p>	
<p>Results: Time to locate change profile icon: 3 Time to change profile: 10 Time to locate create event: 12 Time to create and event: 25</p>	
<p>Conclusions: An ability to add games in a future iteration. This has been planned just not implemented yet. An interesting concept of creating an event and a way for people to suggest a day that works for them or be able to pick from to options. User thought they could create an event through the calendar option but like the extra tab better for creating an event</p>	

Date: May 13, 2016 Tester(s):Andrew

What is being tested:
Changing Profile Information
Creating an event

Goals of test:
Ability to locate the change profile icon in: 5 secs
Change some Profile INformation in: 10 secs
Locate Create event in: 5 secs
Create an Event in : 20 secs

Script steps:
Introduction: We are trying to create an app that would enable you to log in and create a game night event. It's not just limited to that, you can also suggest games and invite friends (from your social media sites), you can also see all of your events in a calendar.

Tell them to locate and change some profile information
Tell them to locate the create event function and create one

Questions:
Why is there no feedback when you select a person when you create an event?

Results:
Time to locate change profile icon: 3
Time to change profile: 10
Time to locate create event: 2
Time to create and event: 20

Conclusions:
A way to indicate if someone is invited to an event just so the user is not constantly clicking on a person and wondering why they are not getting some sort of feedback when that person is selected

Executive Summary:

The biggest problem that was come across more so by the developers than the **testers was the settings is that you could not update one field at a time**. In fact when you edited the one thing for the database it would wipe out everything that was already a part of the users.

The other common problem that was encountered was the **lack of feedback when a user is selected to join in an event**. This caused some confusion when people were trying to invite multiple people and did not know if they had invited the person.

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The last issue was brought up by only two testers by it was a big deal with them was after an **event was created some sort of notification on the calendar or taken to where it is placed**, it is more for them that the event was properly created.