**Usability Testing Test Plan/Protocol**

1. **Objectives**

Through this test we would like to understand how users respond to the app interface and layout. We mainly looking at how the users react to options we provide especially the game like feature (contests). We are also looking for ease of navigation throughout the app and the overall feel for a photo-based social media app.

1. **Participants**

Our ideal users are individuals who are interested in photography and sharing their work which is based on objects and animals only.

1. **Task Scenarios**

We want to test these following tasks:

* basic navigation through the app and the layout of the app
* The interactivity of the app layout in different screens
* posting a picture, comments and liking pictures.
* Game like feature which is the contest
* A search feature is also being tested.

1. **Metrics**

Quantitative metrics will be collected which are task ratings on how well they interacted with the task. The rate will be from 1-5 where 1 is poor and 5 is extremely good

1. **Questions**

Qualitative data will be collected which are based on how interactive each screen/task was, questions such as:

Can you describe the screen?

Is the information represented on the screen clear?

How do you feel about the layout of the screen?

These questions will be answered in short answers.