KENNESAW STATE
UNIVERSITY

A2 - Setup and First Feature Implementation

Activity: Deliverable 2 - First Feature Implementation

Course: User Centered Design Section W02 Fall Semester 2025 CO

Name: Youssef Bukhari

Screen Quality	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
Design Choices Font Color Alignment White Space	9–15 points No design deficiencies exist. ✔	6–8 points There are problems with one design criterion.	1–5 points There are problems with two design criteria.	0 points Pervasive issues with design choices.	13 / 15

Criterion Feedback

Screens look nice, but your user should not need to scroll.

Screen Quality	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
Pictures are aesthetically pleasing and fitting for the app	9–10 points Pictures are appropriate and used effectively in the prototype. ✔	5–8 points Pictures are used sparsely but effectively throughout the prototype.	1–4 points Prototype contains very few pictures to add visual interest.	0 points Pictures are distorted, misaligned, or used inappropriately OR no pictures exist.	10 / 10

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
User Acceptance	19–25 points Usability Test indicates ALL requests from elicitation have been satisfied.	11–18 points Usability Test indicates THE MAJORITY of requests from elicitation have been satisfied. ✔	1–10 points Usability Test indicates SOME of the requests from elicitation have been satisfied.	0 points Usability Test indicates requests of the user have NOT been satisfied.	20 / 25

Criterion Feedback

You are missing some important details. Your user is not able to select where the cleaning happens. In your floor plan, it appears that you are asking the user to select the rooms to be cleaned. This should happen in the feature, not setup. Cleaning level should apply to both of the tasks.

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
Ease of navigation is apparent; user can change their minds about options	4.1–5.0 points User can easily back out of operations or selected actions. ✓	3.1–4.0 points There are some screens that don't allow the user to change their mind or cancel operations, but most screens do.	0.1–3.0 points Options are not given for user to back out of operations.	0.0 points User cannot back out of operations.	5 / 5

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
User can return to home from any screen (should have enough depth to need more	4.1–5.0 points All screens allow the user to return home.	2.1–4.0 points Most screens have a way to return home.	0.1–2.0 points User can return home, but only with a back button (lack of depth).	0.0 points Screens do not contain a way to return home.	5 / 5

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
than a back button on every screen)	✓				

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
Learnability and ease of use is supported by appropriate use of visual controls and interac-	7–10 points All screens contain interactive elements. Student demonstrates appropriate variety and use of different visual controls.	5–6 points Most screens contain interactive elements. There is a general lack of variety in visual controls.	1–4 points Some screens contain interactive elements. In several screens, inappropriate use of visual controls is present.	0 points There is a general lack of interactivity on screens.	10 / 10

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
tivity on EVERY screen.	✓				
Learnability is facilitated by flow of screens	8–10 points Learnability is facilitated through screen flows.	6–7 points There are some instances where flow is confusing.	1–5 points There are many instances where flow is confusing. ✓	0 points Overall organization and flow of screens is confusing and does not facilitate learnability and ease of use.	5 / 10

Criterion Feedback

Usability	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
The floor cleaning screen should not flow into the surface cleaning feature. You need to keep your user informed of where they are in a multistep process. Combining the methods for both tasks is confusing - these should be separated. Your approach to the floor plan is confusing.					

Feedback	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score

Feedback	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
Specific choices and actions are confirmed (may be static)	8–10 points Specific choices and actions are always confirmed.	6–7 points Some specific choices and actions are confirmed, but sometimes is generic OR On screen feedback is present, but not effectively implemented. ✔	1–5 points Generic confirmation of selections and actions is given.	0 points No confirmation of choices and actions is given.	6 / 10

Criterion Feedback

Your confirmation screens should have actual information in it (not filler text) to make the user feel like they are ac-

Feedback	Exemplary	Good	Needs Improvement	Unsatisfactory	Criterion Score
			tually using the app. Additionally, all selections should be confirmed.		
Some indication of processing progress is given	8–10 points User is informed what is happening, how long it will take to happen and how to cancel. ✓	6–7 points System Progress is given most of the time.	1–5 points Overall, the prototype is lacking with regard to progress notification OR the user cannot cancel once a task is started.	0 points No progress is given at any time.	8 / 10

Criterion Feedback

Progress screens should be on a timer.

Total	82 / 100

Overall Score

| A | B ✔ | C | D | F |