

Evaluation Report-IV
Usability Test Plan
Team 4: Calm b4 the storm

Team Members:

Anthony Fantene – Technical Lead
Daniel Wagner – Developer
Neil Culbertson – Developer
Michael Spoehr – Developer
Nathan Hierl – Developer
Taylor King - Product Owner
Ellie Bruckner - Usability/Communications
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Tanmayee Kshirsagar - Usability/ Testing Consultant

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PRE-TEST QUESTIONS:

1. Name:

2. Department:

3. Email:

4. What is the O.S of your smartphone?
 - a) Android
 - b) iOS
 - c) Windows
 - d) Other

5. Level of interest in testing this application:
 - a) Not interested
 - b) Somewhat interested
 - c) Interested
 - d) Highly interested

6. Are you aware of / heard about the Wet-Dry mapping?
 - a) Yes
 - b) No

7. Have you previously done the Usability testing?
 - a) Yes
 - b) No

Test Scenario 1

1. Test Scenario Name:

Home and Help page

2. Test Goals for the Scenario:

Test goal for this is to check the Home page and Help page of the app as the home page has these two options. This scenario will check the functionalities and the navigation when the buttons are clicked. It will also check the Help page and relevancy and usefulness of the Help page to the user.

3. Quantitative Measurement List:

- i. Add team button navigates to the screen of adding team members.
- ii. What is the use of the File on Home page?
- iii. The format of the file when it is opened
- iv. Is the information in the file understandable?
- v. Is validation provided in all the fields of the data?
- vi. Does Editing file button asks for confirmation before editing the information?
- vii. Does Editing file asks for saving the changes or it directly saves the data?
- viii. Does Delete file button asks for confirmation or not?
- ix. Help page describes the how to use the button?

4. Scenario Description:

The home screen of this app provides the functionality to Create the new team and dealing with the data file. If you click on the button to add the team member, then you should be directed to the form page for details of the team. If you do not understand the use of any of the buttons on the page, then you need to click on the help button to understand the purpose of the button. You can open and edit the file by clicking on Open/Edit file button. If you enter some incorrect information, then you will get some prompts/messages for entering the correct and valid information. If you want to delete the file created, then the screen will ask for the confirmation.

5. Task List:

Home Page:

- i. Checking the navigation when the user clicks on Add Team.
- ii. Open the file when clicked on Open/Edit file.

- iii. User must be able to edit all the fields in the file and check for validation.
- iv. Prompts or messages when incorrect data is entered in the files.
- v. Confirmation from users when deleting the data.

Help Page:

- i. Checking for Help page if the use of buttons is unclear.
- ii. Checking the information on Help page useful.

6. Qualitative Measurement List:

- i. Ease of use
- ii. Facial expressions of the user
- iii. How many times Help page is accessed due to lack of understanding of purpose of the buttons.

7. Potential Observations of Participant:

- i. Reaction of participant on successful completion of this test:
- ii. Reaction of participant on unsuccessful completion of this test:
- iii. Response/Feedback from the participant for this test:

8. Bug Report Form:

Bug Number	Bug name	Bug uniqueness	Bug Location	Bug Description

9. Post Scenario interview:

- i. Rate the User interface of the application on the scale of 1 to 5. (5 Being highest)
- ii. Was the process of this test easy and interesting or boring?

- iii. Suggestions to the design of the Home page, if any?

10. Test Set up details:

Testing would be conducted in a quiet and well-equipped room so that users can concentrate on the testing process.

Test Scenario 2

1. Test Scenario Name:

Team Data page

2. Test Goals for the Scenario:

This test scenario will check the Creation of team and the details of the river. The users will also check the Help page if the purpose of each field is unclear.

3. Quantitative Measurement List:

- i. Are the fields or text boxes for adding the team members self-explanatory?
- ii. Is there a validation on number of team members that can be added?
- iii. Is the field for adding the team member names case sensitive?
- iv. Is there any limitation on number of characters to be entered in all the fields?
- v. Are the buttons for Edit/Delete /Add team member working properly?
- vi. Is a dropdown provided for User to select the River Segment?
- vii. Does the screen show the mandatory fields?
- viii. Does the screen show the prompt if the mandatory fields are not entered before clicking on Confirm Team button?
- ix. Does Help page provide the details of functionality of the fields on this screen?

4. Scenario Description:

This test scenario is for checking the creation of team. You can start to create the team by entering the names of the team member. The number of team members should be either 4 or 5. If you try to enter more than 5 members then you would not be allowed to do so. You can also use Delete or Edit button to make some changes. You can easily select the Reach from the drop down provided and select the flow of water. After clicking on confirm team button the you would be navigated to the next screen of Start reach.

5. Task List:

- i. Entering the team member names. Also checking whether the Add, Delete and Edit icons provided on the screen work correctly.
- ii. Checking the validation on number of team members that can be added.
- iii. Is the drop down for River segment monitoring provides the list of segments available?
- iv. Checking the navigation once the Confirm Team button is clicked.

6. Qualitative Measurement List:

- i. Facial expressions of the user
- ii. How many times Help page is accessed due to lack of understanding of purpose of the buttons.
- iii. Ease of use

7. Potential Observations of Participant:

- i. Reaction of participant on successful completion of this test:
- ii. Reaction of participant on unsuccessful completion of this test:
- iii. Response/Feedback from the participant for this test:

8. Bug Report Form:

Bug Number	Bug name	Bug uniqueness	Bug Location	Bug Description

9. Post Scenario interview:

- i. Rate the User interface of the application on the scale of 1 to 5. (5 Being highest)

- ii. Was the process of this test easy and interesting or boring?
- iii. Suggestions to the design of the Team data page, if any?

10. Test Set up details:

Testing would be conducted in a quiet and well-equipped room so that users can concentrate on the testing process.

Test Scenario 3

1. Test Scenario Name:

Waypoint data entering screen

2. Test Goals for the Scenario:

This test is on the button used on the Start reach page. Once the user Clicks on Add Waypoint button a small form for filling up the Waypoint information is opened. This test checks all the fields present on the Add Waypoint form.

3. Quantitative Measurement List:

- i. Checking the validation on every fields
- ii. Are the Mandatory fields marked?
- iii. Is help provided for fields such as Accuracy, UTM-E, UTM-N
- iv. Validation on comment box
- v. Is there a restriction on number of characters in the comment box?
- vi. Navigation on Clicking Confirm Waypoint button.
- vii. Visibility of wet spots in the list of waypoints.
- viii. Are messages or prompts provided when invalid information is entered?

4. Scenario Description:

When you are inputting the information after clicking on Start Reach you need to click on Add waypoint to fill up the details related to the waypoint. The waypoint can be selected from the drop-down list provided. Next, you should enter the time as per the format and validation provided in the text box. All the fields on the screen are filled with values based on GPS co-ordinates. The comment box is provided if you need to provide some extra information related to the waypoint. At last Confirm Waypoint to save the details of Waypoint

5. Task List:

- i. Selects the Waypoint from a drop-down list
- ii. Enter the time as per the required format.
- iii. Enters the accuracy, UTM-E, UTM-N and refers to Help option if he wants to know more about the fields.
- iv. Selects the radio button for presence of water.
- v. Enters additional details about the spot in the comment section and clicks on confirm waypoint.

6. Qualitative Measurement List:

- i. Facial expressions of the user
- ii. How many times Help page is accessed due to lack of understanding of purpose of the buttons.
- iii. Ease of use

7. Potential Observations of Participant:

- i. Reaction of participant on successful completion of this test
- ii. Reaction of participant on unsuccessful completion of this test.
- iii. Response/Feedback from the user about this test:

8. Bug Report Form:

Bug Number	Bug name	Bug uniqueness	Bug Location	Bug Description

9. Post Scenario interview:

- i. Rate the User interface of the application on the scale of 1 to 5. (5 Being highest)
- ii. Was the process of this test easy and interesting or boring?

iii. Suggestions to the design of the Waypoint detail page, if any?

10. Test Set up details:

Testing would be conducted in a quiet and well-equipped room so that users can concentrate on the testing process.

Test Scenario 4

1. Test Scenario Name:

Start reach and filling the details of reach.

2. Test Goals for the Scenario:

This test checks the functionalities provided in two screens of the application. It checks whether the Edit button correctly navigates to the earlier screen and allows to make changes. It also tests the functionalities developed when the user clicks on Start Reach button.

3. Quantitative Measurement List:

- i. Checking the navigation to the Team data page once clicked on Edit Team.
- ii. Checking if the Editing is allowed and the data is saved correctly.
- iii. Once clicked on Start reach check the navigation to the data entry page.
- iv. Help provided for entering the WP(Waypoint). Validation on the Waypoint.
- v. Editing and Deleting the data by clicking on the icons provided.
- vi. Checking the button of Start Wet spot.
- vii. Prompts and navigation on Save File and Submit button.

4. Scenario Description:

This screen is to enter the details of Reach when Start reach button is clicked and it also provides the button which navigates to previous screen to Edit the team details. If you want to change some of the information filled earlier about the team, then you can again do so by clicking on 'Edit Team' button and modify the required fields. After confirming the team, click on Start reach button to enter actual GPS co-ordinates. You can seek for help if you are not sure how and what information is to be entered in WP and time. You can edit and delete the information entered by clicking on the icons provided. After entering the details, you must click on Save and Submit.

5. Task List:

- i. Click on Edit team and modify the details of team created earlier
- ii. Check the navigation on Start Reach button to appropriate screen.
- iii. Add and delete Waypoint and time.
- iv. Check for the validation of time format.
- v. Save and submit.

6. Qualitative Measurement List:

- i. Facial expressions of the user
- ii. How many times Help page is accessed due to lack of understanding of purpose of the buttons.
- iii. Ease of use

7. Potential Observations of Participant:

- i. Reaction of participant on successful completion of this test
- ii. Reaction of participant on unsuccessful completion of this test.
- iii. Response/Feedback from the user about this test:

8. Bug Report Form:

Bug Number	Bug name	Bug uniqueness	Bug Location	Bug Description

9. Post Scenario interview:

- i. Rate the User interface of the application on the scale of 1 to 5. (5 Being highest)
- ii. Was the process of this test easy and interesting or boring?
- iii. Suggestions to the design of the Start Reach page, if any?

10. Test Set up details:

Testing would be conducted in a quiet and well-equipped room so that users can concentrate on the testing process.

POST TEST QUESTIONS:

1. Is this app useful?
 - a. Yes
 - b. No
2. Is the app easy to use and user friendly?
 - a. Strongly agree
 - b. Agree
 - c. Disagree
 - d. Strongly disagree
3. Did you enjoy the Testing process?
 - a. Strongly agree
 - b. Agree
 - c. Disagree
 - d. Strongly disagree