

# USABILITY TEST PLAN

Team 6: Code Criticquer

## Developers

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## **Test Outline**

The test will take place in an environment where there will be little distraction and participants can concentrate on the task. Participants will be provided with working computers, mobile or tablets.

## **Pre-Test Questions**

- 1) Have you ever participated in a usability test before? (Yes/No)
- 2) What device are you going to use for this test?
  - a. Laptop
  - b. Tablet
  - c. Mobile
- 3) How frequently do you see similar applications?
- 4) Are you a graduate student?
- 5) Do you have previous programming experience?

# Test Scenario 1

**Test Scenario Name** – Critique check for the submitted code.

**Test Goals for the scenario** –

The goal is to see if the users can successfully submit their code and use the website.

**Equipment required** – Laptop or desktop computer with mouse and internet connection. Zoom Conference Software will also be required.

**Quantitative measurement** –

- a. Mistakes made by the participants.
- b. Are the participants able to complete the scenario and understand their usage?

**Scenario Description** – The participants must log into their account and upload a Java file or write code in the text box to see if the required critiques are shown.

**Scenario Text** – Imagine you are a high school student and a beginner programmer. You want to use this app to improve your programming skills by checking if the app finds any anti-patterns by running your code.

**Task List** –

- a. Upload your Java file or write Java code in the text box.
- b. Click on the “Check for Anti-patterns” button.
- c. If any critique is found it will be shown in the code.
- d. Download the critique for future reference.

**Qualitative measurement** –

- a. How quickly the participants were able to complete the task.
- b. Difficulties faced while using the webpage.

**Post Scenario questionnaire –**

- a. Did you find difficulty in understanding the application?
- b. Did you find the navigation easy?
- c. Did you face any difficulties while testing the app?
- d. Are you satisfied with the functionality provided by the app?
- e. Do you have any suggestions?

# Test Scenario 2

**Test Scenario Name** – Applying correct critiques.

**Test Goals for the scenario** –

The goal is to see whether the critiques received by the application are working or not.

**Equipment required** – Laptop or desktop computer with mouse and internet connection. Zoom Conference Software will also be required—any software or access to a website that compiles a Java program.

**Quantitative measurement** –

- a. Mistakes made by the participants.
- b. Are the participants able to complete the scenario?

**Scenario Description** – The participants must log into their account and upload a Java file or write code in the text box to see if the right critiques are shown. After that, they can compare the critiques with their code to make the changes.

**Scenario Text** – Imagine you are a first-year student in college and a novice programmer. You want to use this app to find anti-patterns and if found you want to apply those changes to your code.

**Task List** –

- a. Upload your Java file or write Java code in the text box.
- b. Click on the “Check for Anti-patterns” button.
- c. If any critique is found it will be shown in the code.
- d. Make changes in their code file based on the critiques received and see if they fix their issue.

**Qualitative measurement** –

- a. How quickly the participants were able to complete the task.
- b. Difficulties faced while using the application.

### **Post Scenario questionnaire –**

- a. Did you find difficulty in understanding the application?
- b. Did you find the navigation easy?
- c. Did you face any difficulties while testing the app?
- d. Are you satisfied with the functionality provided by the app?
- e. Do you have any suggestions?