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Usability Testing Feedback Document

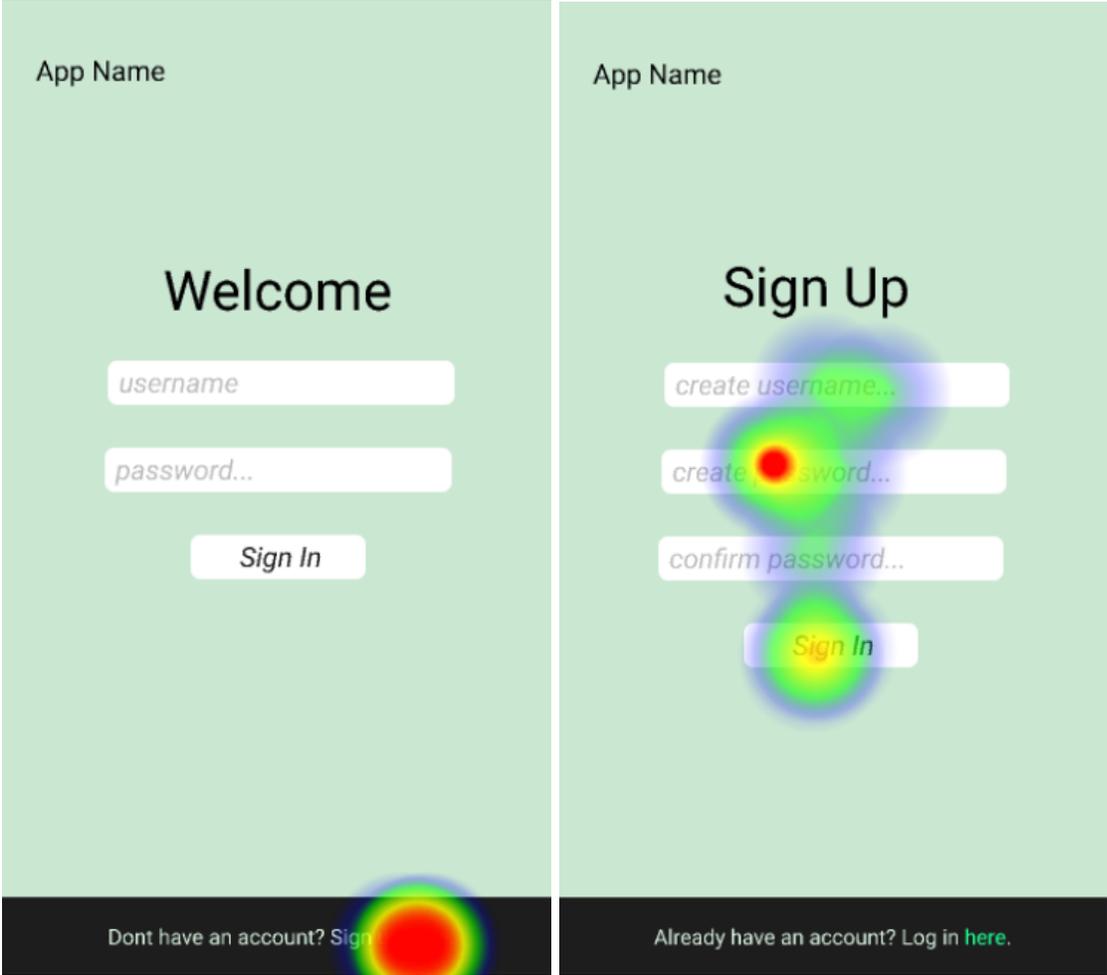
For this testing, I used my prototype that I made in Figma and plugged it into Maze to create different tasks and expectations for my testers. For this testing, I was looking to make sure that the app actually flows well enough and if there is anything I need to add/change.

The testing went really fast, which I think is pretty well! This week I tested three of my friends, and gave them the maze link and for the most part, the users did not experience a lot of issues. If anything, the build was too basic for them as they tried to use the search bar and tried to select multiple plants in certain areas, which was not really the point of this testing stage because it was about usability and flow.

The users found that everything flowed really nicely, except for the fact that users saw that there was no way to get to the main menu, like there was no back button. With that being said, it would be good going forward that I have a back button so that users can go back to the main menu which will allow them to cancel activities.

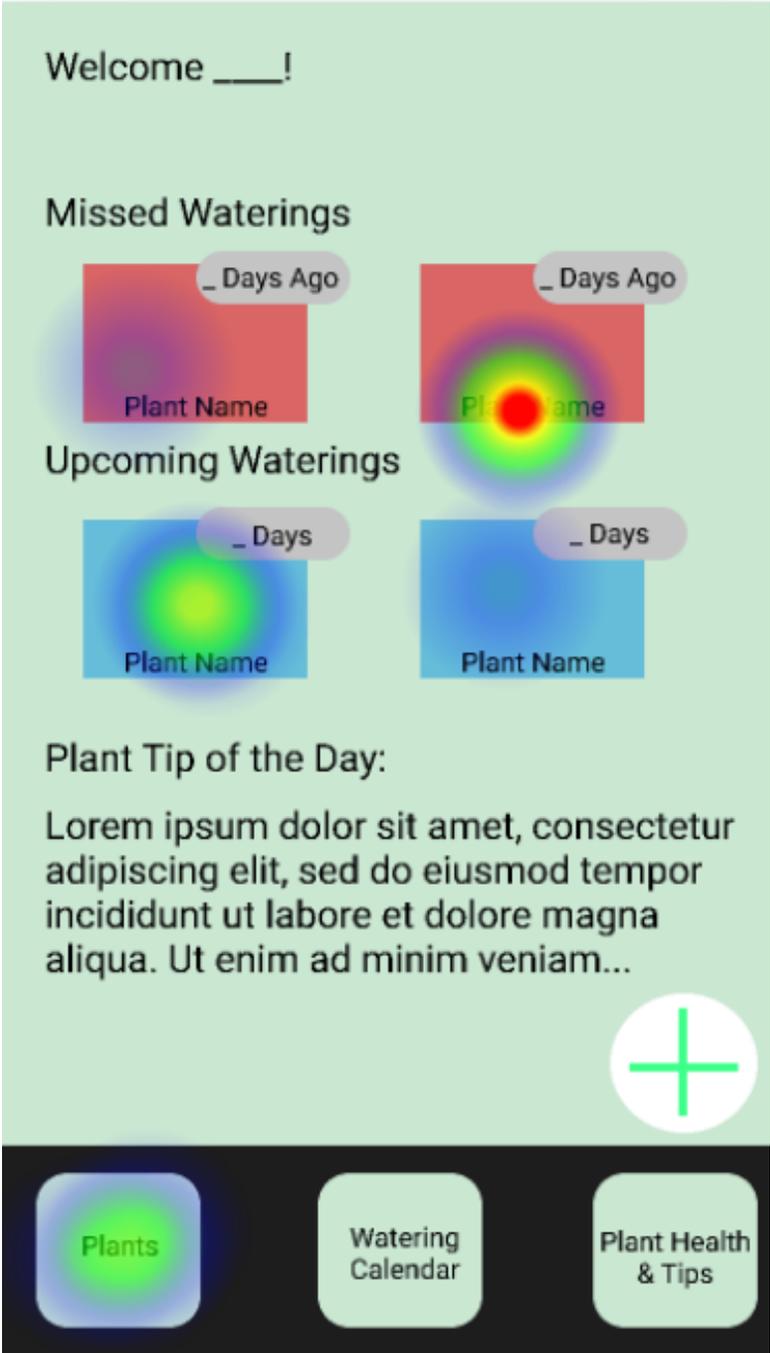
First Task: Make a new account

With this task, the users were able to easily navigate to the sign up screen, and were able to log in after they tried to make a username and password.



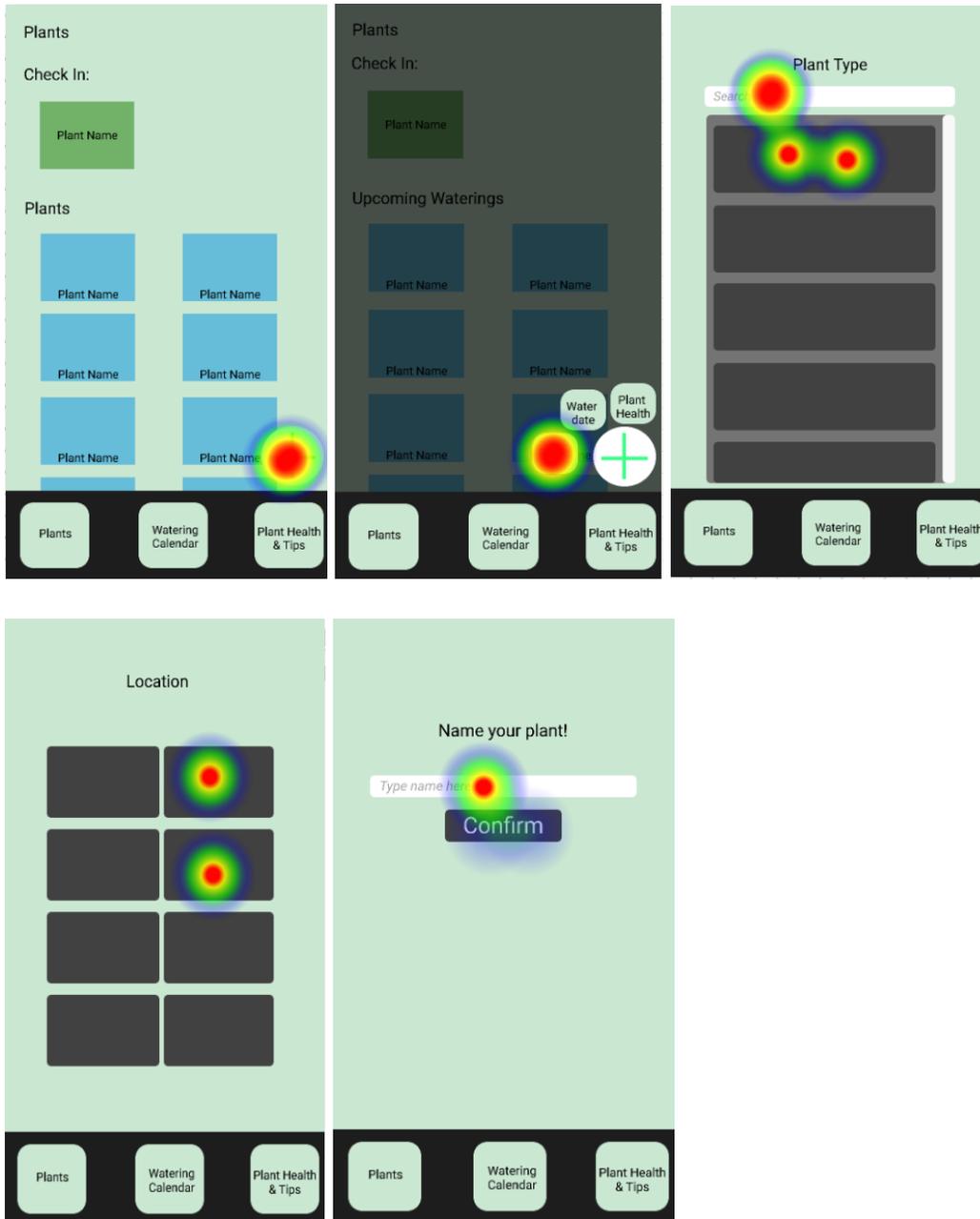
Second test: Look at plants

This task had some users struggle a little bit because they wanted to take a look at the plants on the screen, rather than the category of the plants itself.



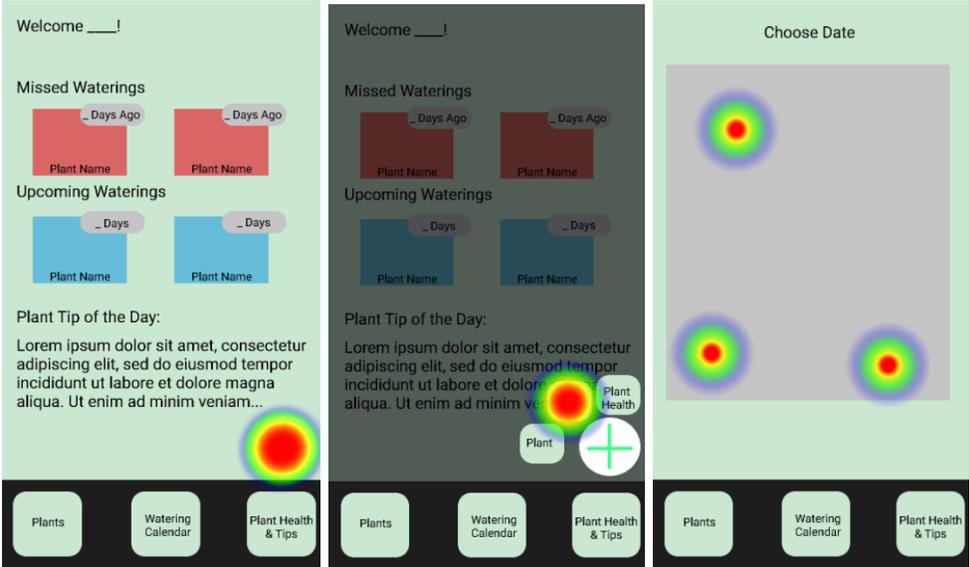
Third task: Add a plant to your collection

This task was pretty easy for players to find! Players were able to easily put in a plant into their collection. They tried using some of their other buttons more than use the simple buttons, which is a good sign to me because they want to engage with this prototype more.



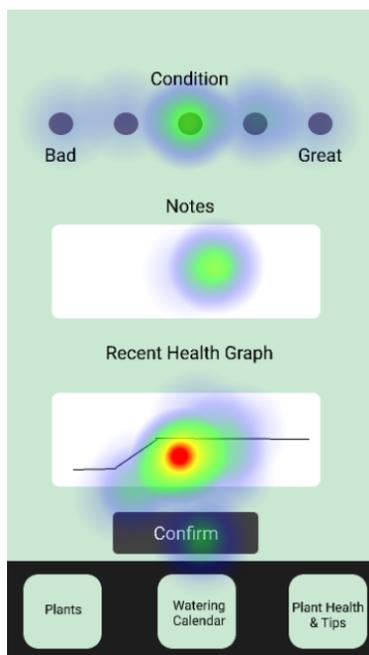
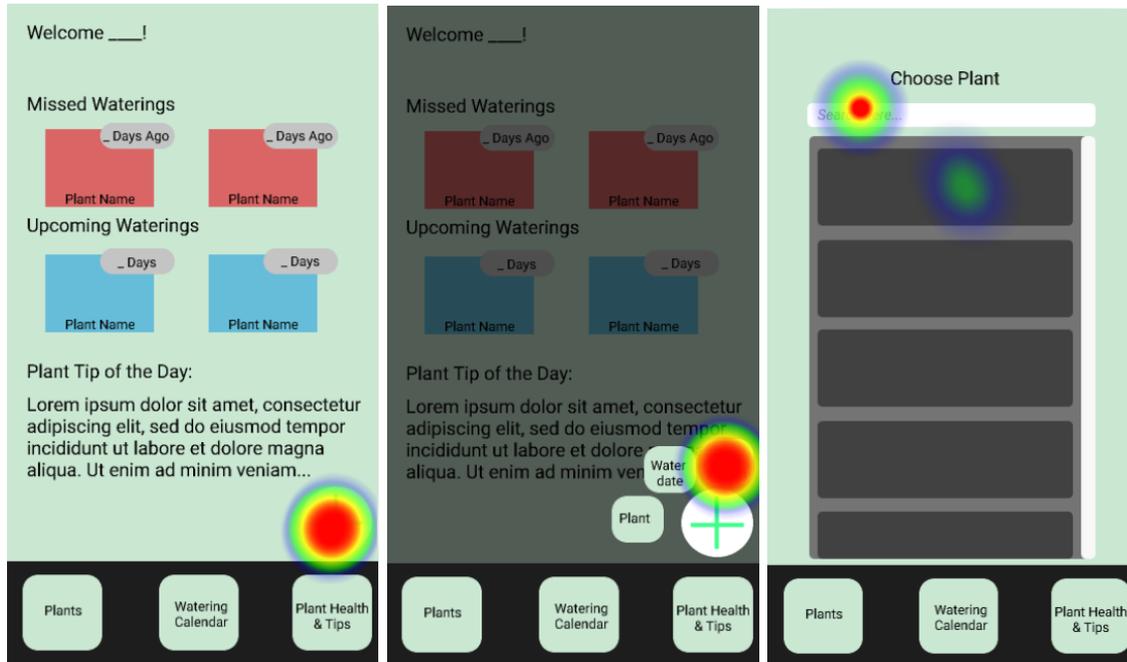
Fourth Task:

With this one the users were able to do this task really easily, but they were also trying to interact with the prototype more than they needed too, which is really great and promising!



Fifth Task: Add a watering date

Users were able to get this done really easily as well, but once again the users were trying to use the prototype rather than just go do the task, which is not bad in my book!



Last Task: Go to the plants tips page

This one was super simple, and no one had any misclicks which was good!

