

Deliverable G

Dane Kontic, Mason Chopik, Fadel Alameh, Nina Blaney, May
Danhash

Table of Contents

1. Introduction
2. Objectives
3. Test Plan
4. Results of Testing
5. Figma Overview
6. Prototype 3 Plan

1.Introduction

This prototype is a focused prototype that focuses on the front end of what the user would see and interact with. In this deliverable you will see how to access each area of our app and every feature of our app along with an explanation. The tests focus on convenience and

2.Objectives

The 4 tests we have outlined for this prototype are to be able to see how many taps it takes to see what bank cards you have signed up with our program from the home screen, how many times you must tap your screen to see your user information, how many taps is it to return to the home screen, and how many taps is it to see your points per bank. Our objective is to be faster than even a baking app and limit the amount of times a user has to tap the screen.

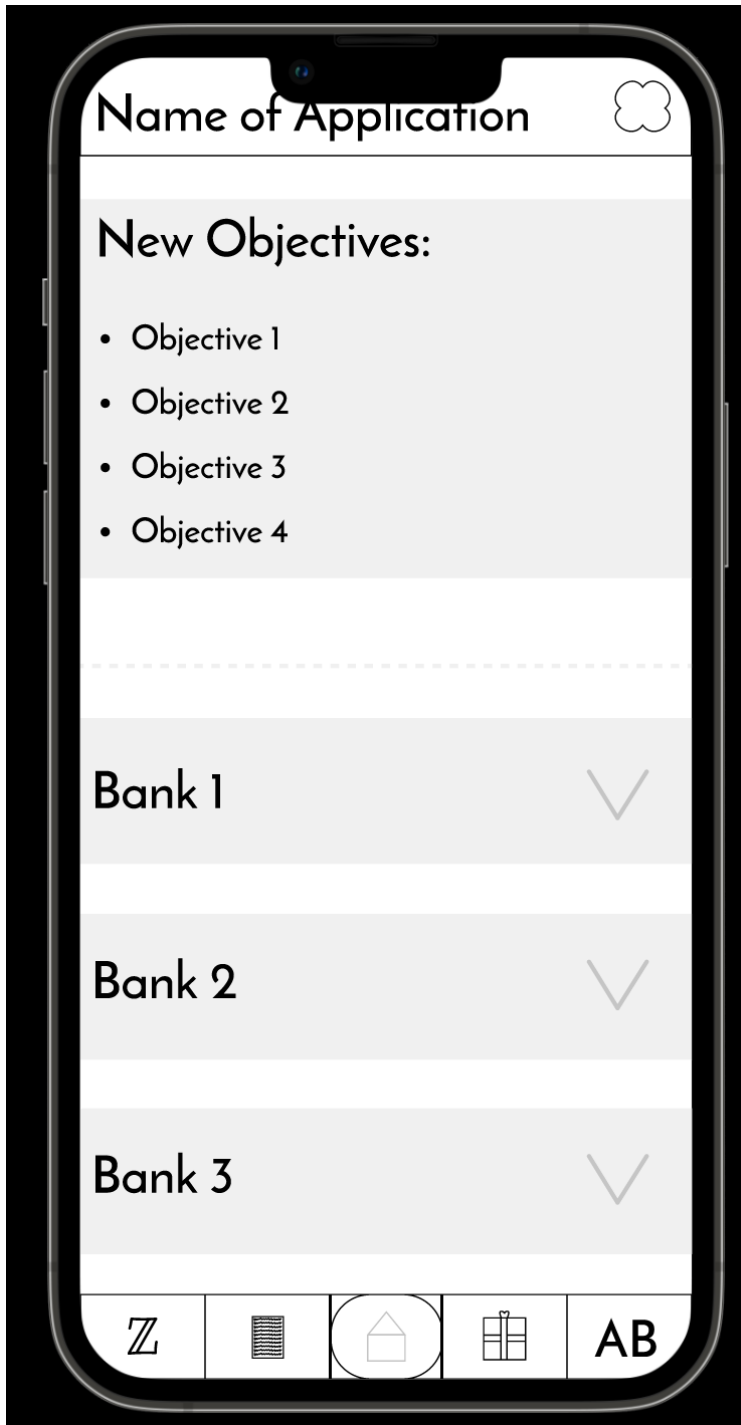
3.Test Plan

Test	Measure	Fail Criteria	Start Date	Estimated Completion Time
1. See how many taps it takes to find what cards are registered with the Zafin program	# of taps	<3 Taps	November 12th, 2021	30 seconds
2. How many taps is it to find your account information	# of taps	<3 taps	November 12th, 2021	30 seconds
3. How many taps to return to the home screen	# of taps	<2 taps	November 12th, 2021	10 seconds
4. How many taps to see points information	# of taps	<2 taps	November 12th, 2021	10 seconds

4. Results of Testing

1. See how many taps it takes to find what cards are registered with the Zafin program.

Results: 1 tap

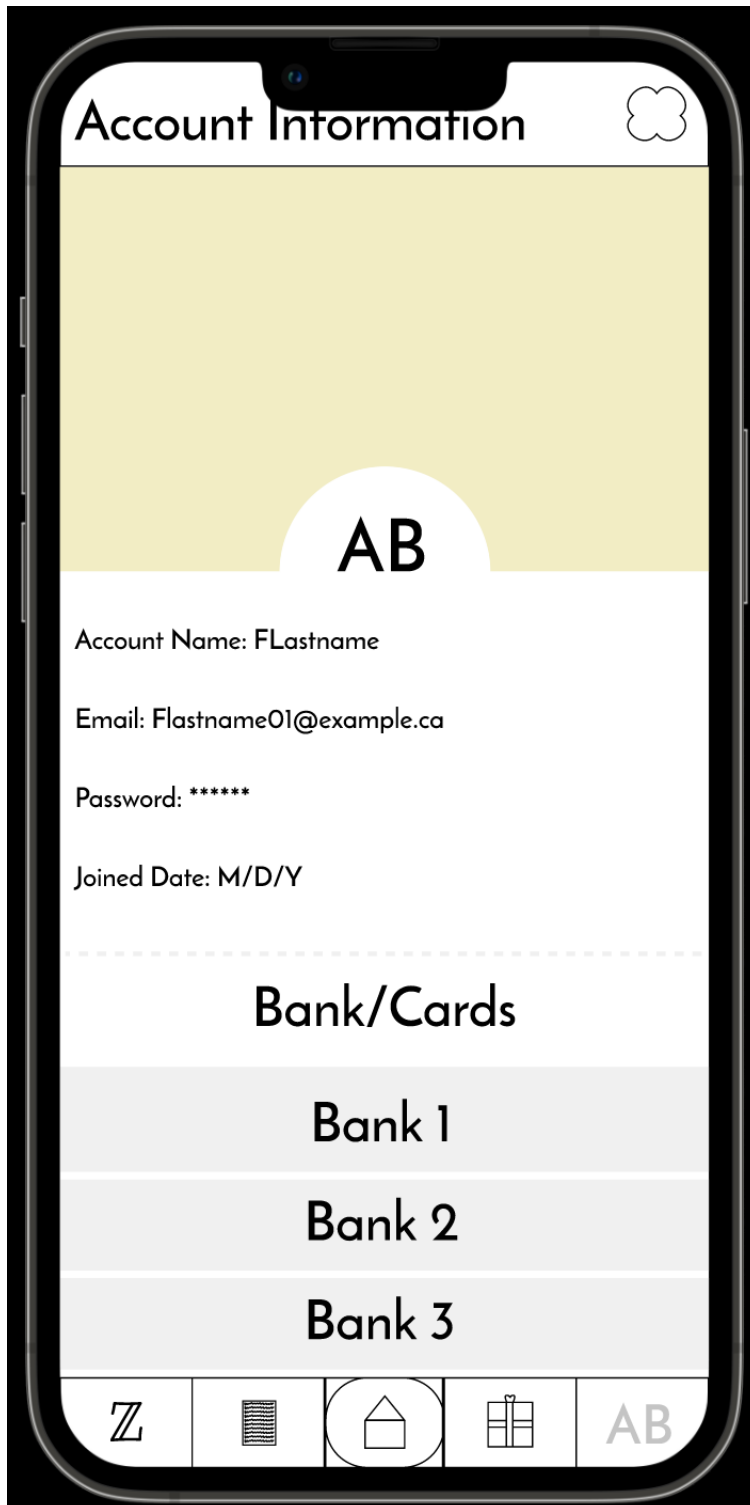


Home screen, 0 taps



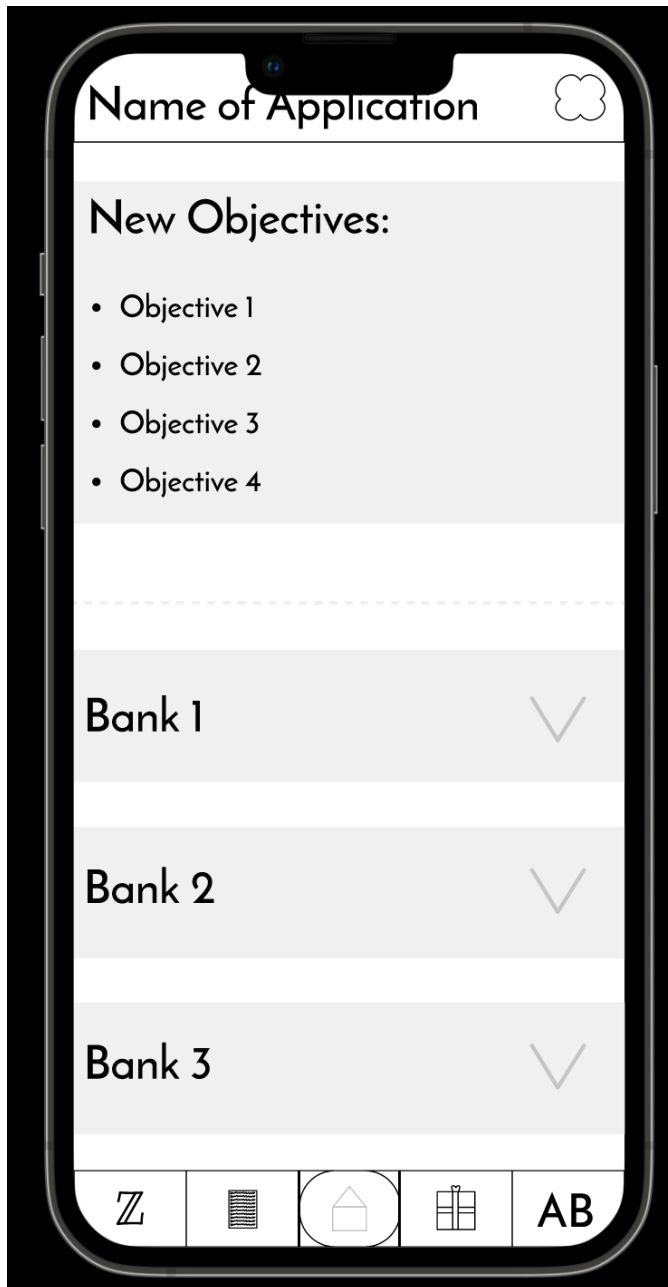
By tapping the arrows in the same rectangle, a screen pops up. One tap.

2. How many taps is it to find your account information
Results: 1 tap



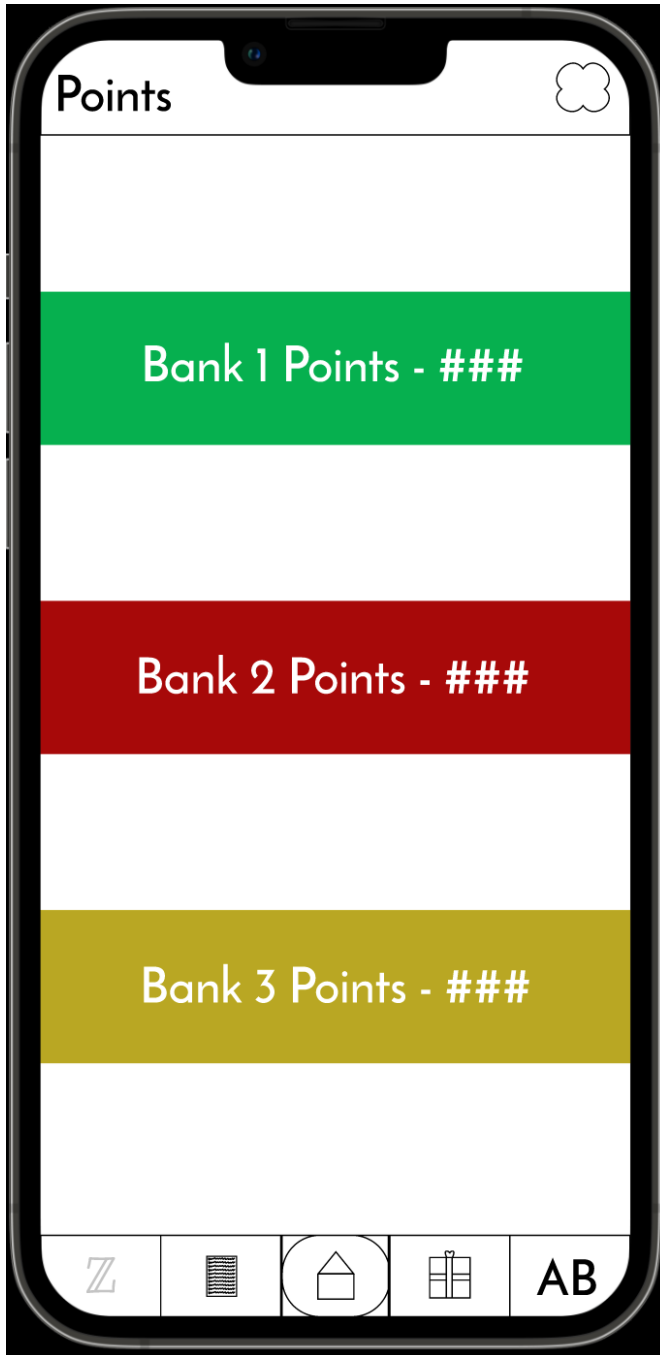
From the home screen, you only need to tap the “AB”, 1 tap

3. How many taps to return to the home screen
Results: 1 tap



To return home, just hit the home icon in the middle. 1 tap.

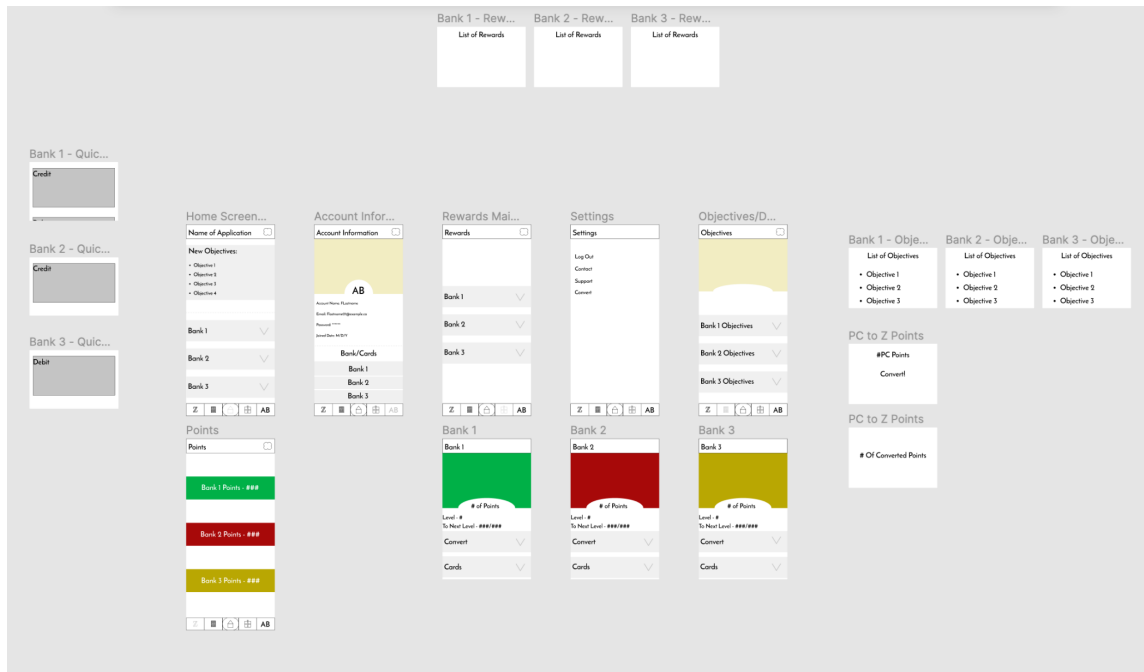
4. How many taps to see point information
Results: 1 tap



By tapping the "Z" in the bottom left corner, this screen comes up. 1 tap.

Most of our features are accessible from anywhere in the app. All the tests were successful and this proves that our front end is super user friendly which was one of our original design criteria. We label this prototype as a success.

5.Figma Overview



6.Prototype 3 Plan

Prototype 3 will be a comprehensive prototype that will combine the functionality of the code from our first prototype with the interface of our second prototype. We will use APIs to communicate with our programs.