# Prototype III  Images



Image 1 - Team Setup
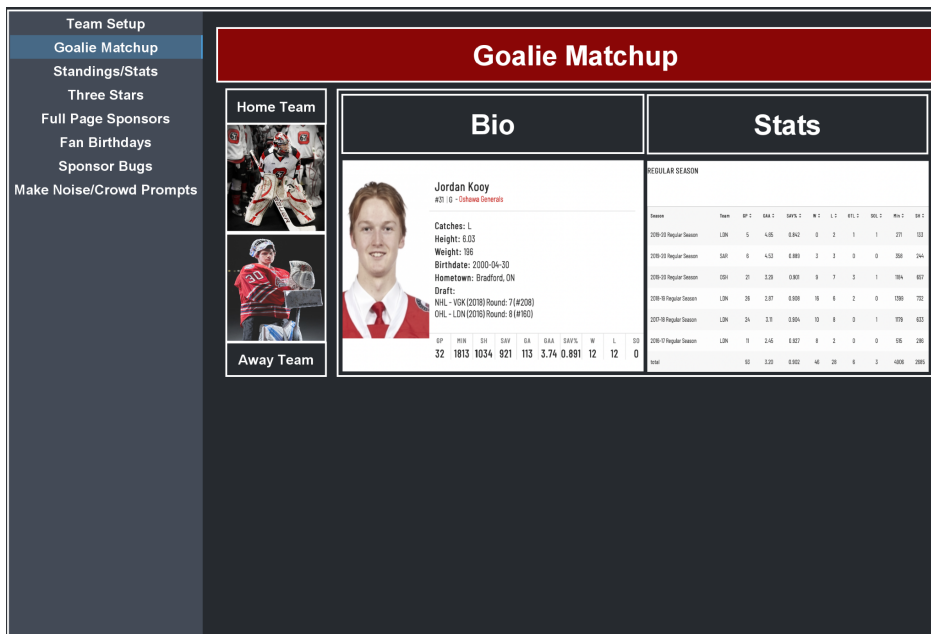


Image 2 - Goalie Matchup

Image 3 - Standing/Stats
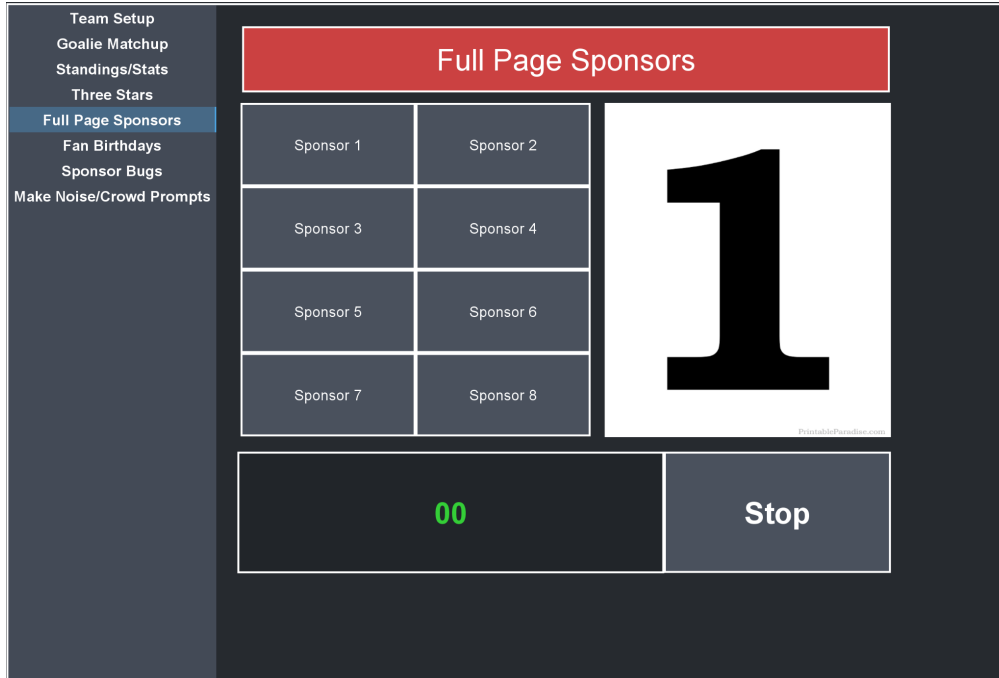


Image 4 - Three Stars
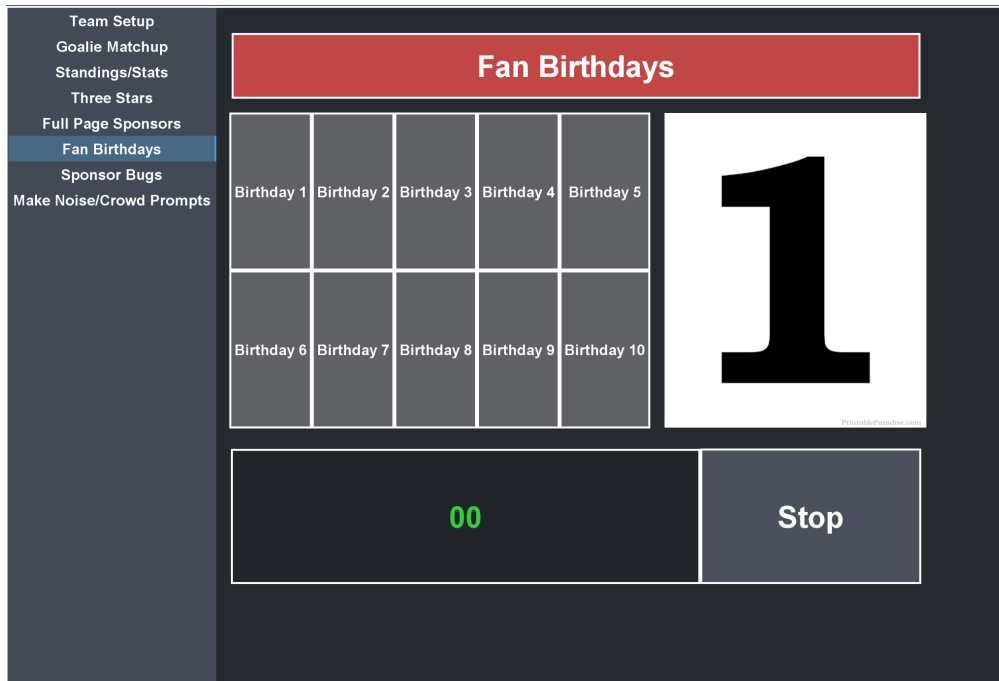
Image 5 - Full Page Sponsors
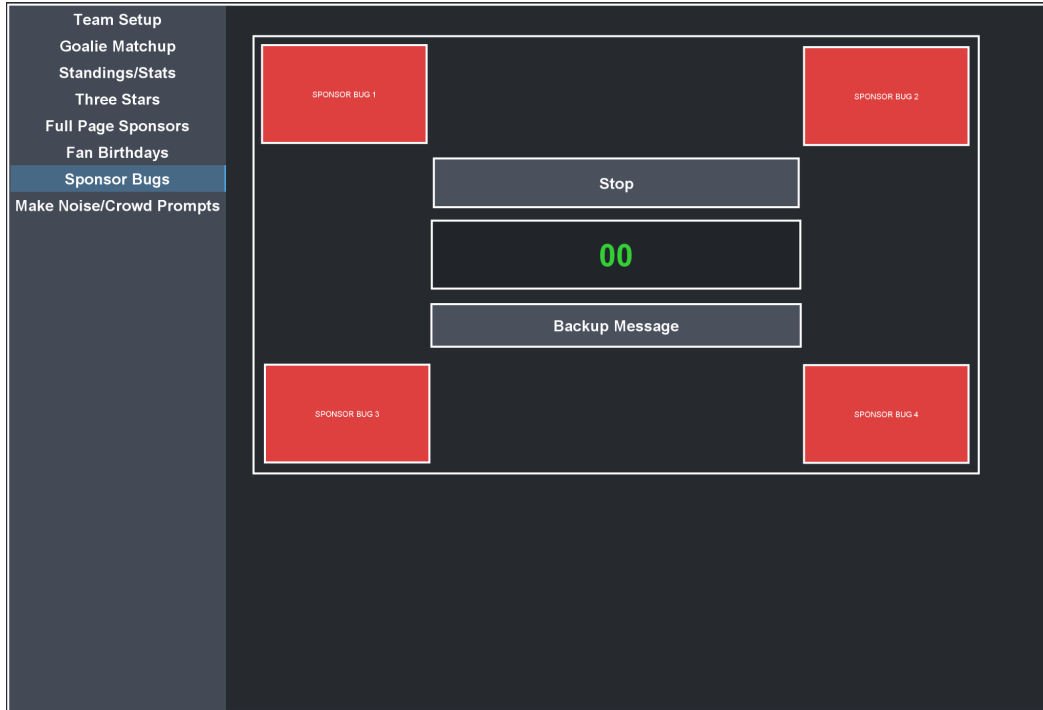


Image 6 - Fan Birthdays

# Image 7 - Sponsor Bugs
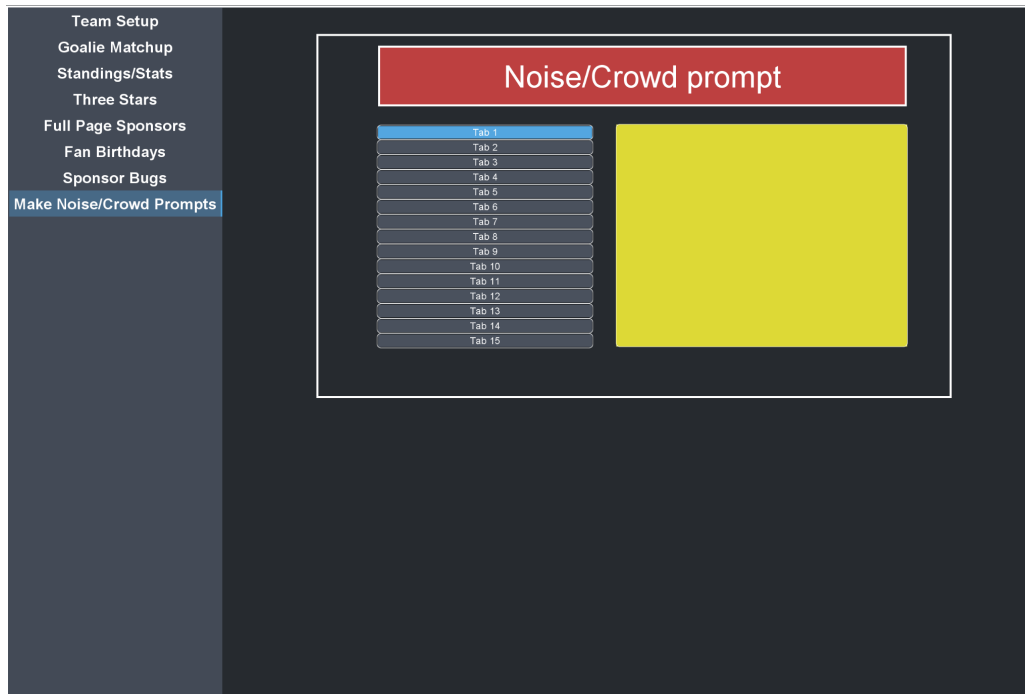


# Image 8 - Make Noise/Crowd Prompts

# Prototype Test Plans/Analysis/Results

## Team Setup (1) (Caleb x Archie)

- The initiative of this tab was to display each team's logo, Mascot and players in the game. The tab would be showing the player's bio and their stats before the game starts.

### Test Plan:

- To test this panel's functionality we asked a user to try and use it as if they were the panel operator. We made up scenarios where they would be asked to use a certain button and we counted how long it took them to achieve the given task. Originally the team decided that the task should be executed by the user in 4 to 5 clicks.

### Analysis:

- This panel is very simplistic and straightforward because it only has buttons that control specific outputs. They are all labelled and organized to be easy to find so that users will have no trouble with this panel.

### Results:

- The testing on this went quite well and the test subjects were able to use the panel easily with minimal mistakes. The feedback was all positive and the test subjects had no specific issues with the panel and were able to complete all trials. We asked them to do tasks such as find the home teams buttons and press the buttons in this order, mascot, logo, players. This kind of test is how we determined if the panel was confusing or too complicated. We found out that the user could do the required function in just 2-3 clicks which was better than expected.

## Goalie Matchup (2) (Caleb, Isabella, Stella)

- The purpose of this panel is to display the goalie bio and stats for the goalies. There are buttons that allow for the user to switch between the home and away teams goalies.

Test Plan:

- One of the main struggles the user could have with this panel is making sure they can locate all of the information in a timely manner. I asked the user to locate an away team's goalie and tell me what their save percentage was in their most recent year of playing. This should take no more than 8 seconds.

Analysis:

- The Panel has two buttons; one for the home team and away team. After pressing on one, the user will then be able view the bio and stats buttons which can then be used to display the information on the screen.

Results:

- The user was in fact able to obtain the data within 5 seconds. This proves that the overall design of the panel is good and is easy to use in game settings.

## Standing/Stats (3) (stella)

- Here, the effort was to make a panel configurable. That the user can modify at a fraction of a second. Modifications were made , we decided to input a table already numbered with a sufficient number of rows and columns to be used when appropriate .

Test Plan:

- For this time we didn't use the read csv files. The user will input information manually inside the boxes and then it will be displayed on the screen. This option is reasonable in case the read csv files do not work because sometimes it works and sometimes not , so we are not inputting that option for now.

Analysis:

Information has to be inputted very quickly and since standing/stats is usually displayed by the end of the game, we can use our test plan described above. The goal was in 15 seconds information gets inputted and ready to be displayed on the screen. That is why every box  is easy to access on the panel to input information very quickly.

Results:

- We tested with 3 friends and all of them did not exceed 15 seconds to input information inside the boxes as we asked them. We can conclude our goal was met.

# Three Stars (4) (Archie)

- For the three stars, our initiative was to make a panel easy to show the three best performing players of the hockey game. We did overall changes to the panel to make it more user friendly and exciting to view.

## Test Plan:

- We had to scrap the previous idea and start all over again. Instead of using the panel to read csv files, we used it to just input the name of the players and display the names with their respective stars incrementally.

## Analysis:

- The task has to be completed quickly and the names have to be put together efficiently as the three stars announcement is usually right after the game. So the panel has to have the ability to enter names efficiently and quickly. We wanted around 2-3 clicks to input a name. And then for the name coming on the panel, it has to be incremental. That's why he used a hide button to show the third star, second star and then the first star.

## Results:

- The user has given the panel to tr. He was able to input the player's name with ease and took 3 clicks. And then he pressed the 'third star' button and the name showed up and that happened for the other two as well. The panel was successful in operation at the end.

# Full Page Sponsors (5) (Isabella)

- The purpose of this panel is to display the sponsors logo on screen in a fast and organized fashion. The user should be able to display the logo quickly and it should be easy to document how long the logo has been on screen for.

## Test Plan:

- Since there wasn't much changed for this panel, I decided to conduct more tests on the timer. I asked the user to trigger a button and use the timer for 5 seconds, before stopping it. The goal time for this test to be completed within 7 seconds.

- Considering the timer is triggered when a button is clicked, this test will be a good reflection of what would be done in a game setting. The timer was implemented to allow the user to track how long the image has been displayed for.

Results:

-  The user was in fact able to complete the test within 7 seconds which means the panel is functioning properly.

# Fan Birthdays (6) (Isabella)

- The purpose of this panel is to display the fan birthdays message on screen. The panel should be easy to control so that the user can switch between birthdays effortlessly in the given time interval.

Test Plan:

- Since nothing on this panel was changed, I decided to conduct the same test on this panel as the full page sponsor panel just with a new user. This test is just to ensure the panel is fully functional. The user should be able to trigger a button, wait 5 seconds (as displayed on the timer) and then stop the timer. This should be done in 7 seconds.

Analysis:

-  The panel is very similar in function to the full page sponsors panel. The timer is there so that the user can track how long the image has been displayed for and will restart when the next button has been triggered.

Results:

- The user was in fact able to complete the test within 7 seconds which means the panel is functioning properly.

# Sponsor Bugs (7) (stella)

- For this panel we focused on simplicity in order to achieve a panel easy to use which is what the user asked for.The previous prototype didn't have any issue, no technical changes were made but the design was greatly improved, we added colours to make the panel beautiful.

Test Plan:

- Three different users were given to try, the purpose was to test how many clicks they were able to find and click a sponsor and move to the next sponsor with this new design. The goal was 5 clicks. All the testers took less than 5 clicks , they were between 2-3 clicks which is even better . So we are happy about that.

Analysis:

- Everything went as expected, our new design did not impact the functionality of our panel. It took 2-3 clicks for the users to perform the tasks required , so overall good.

Results:

- The user was able to complete the test earlier than expected which means in 2-3 clicks , which means the panel functions properly.

# Make Noise/Crowd Prompts (8)(Archie)

- The purpose of this panel was to control all the auditory effects during the game like fan birthdays, goals, penalties etc. As the previous prototype did not have any issues with it there was not much changed. We added a little more design effects and made it much easier to use

Test Plan:

- After changing, a user was given to try changing different functions of the tabs in the panel and this task had to be done by the new user with just 2 clicks or less than that.

Analysis:

- The user tried changing the functions but it didn't change and it kept having the same colour and changing the function of the tab took longer than expected. So we fixed up the tabs in a numerical order and made the pathway to changing function of the tabs easier

Results:

- When the user was given the panel to use again he was able to switch the functions of the tab in 2 clicks or less. Changing the functions of the tab took 6 clicks but he had help. A new user with no experience of dashboard might take longer to change functions of the code.

| Test ID | Test Objective (Why) | Description of Prototype used and of Basic Test Method (What) | Description of Results to be Recorded and how these results will be used (How) | Estimated Test duration and planned start date (When) |
|---------|---------------------|------------------------------------------------------------|------------------------------------------------------------------------------|-------------------------------------------------------|
| 1 | For the team setup panel we wanted to test this panel's functionality and how simple it was to use for someone who had never used it beforehand. | We asked a friend to try and use it as if they were the panel operator. We made up scenarios where they would be asked to use a certain button and we counted how long it took them to achieve the given task. | We asked them to do tasks such as find the home teams buttons and press the buttons in this order, mascot, logo, players. This kind of test is how we determined if the panel was confusing or too complicated | We wanted the test subjects to be able to find the desired button on the first try and within 7 seconds. |
| 2 | For the goalie matchup panel we wanted to test this panel's accessibility and functionality. That is how simple it was to display the goalie bio and stats for someone who had never used it beforehand. | We asked a friend to try and use it as if they were the panel operator. We made up scenarios where they would be asked to locate all the information in a timely manner. Precisely we ask the user to locate an away team's goalie and tell me what their | The Panel has two buttons; one for the home team and away team. We asked the user to do tasks such as find the away team's goalie buttons and press the buttons. Pressing on one button, the user will then be able view | The user was in fact able to obtain the data within 5 seconds. This proves that the overall design of the panel is good and is easy to use in game settings. |

| | | save percentage was in their most recent year of playing. This should take no more than 8 seconds. | the bio and stats buttons which can then be used to display the information on the screen. This test is time sensitive and should take no more than 8 seconds. | |
|---|---|---|---|---|
| 3 | The test for the standings/stats panel was to see if the panel is configurable and to see if the different users were able to input and change information within seconds and if it is easy enough to change between different statistics that they want displayed the day of the match . | The prototype had a table separated by different lines where the user can easily find where he has to input what and a clear button to remove when not needed. By entering each information inside the box, the statistics is supposed to be displayed on the screen and by erasing again it gets removed. | The user was told to operate the panel and at first he started with finding the box where to input information to be displayed on the screen and input the information either a name or a number and by erasing it gets removed. It did work and then his next task was to move to the next box where he had to input either the players name or any other information. He was able to change it smoothly without any problem. | The test was supposed to take 15 seconds. But the panel worked much more smoothly than expected. Users were able to input and change information between different boxes within 10 seconds. Information was removed from the box within a second. The panel was successful and good to be operated by a new user. |

| 4 | The test is to see if a user could input any given name with ease and bring up the three stars incrementally and without any clogs to the system. | To test the prototype we asked a user to try to use the panel as a real panel operator. His task was to first input names on each of the three star boxes and then use the 'hide' button so that the names cannot be seen. | The test was conducted and he was able to input the player's name and then use the 'three stars' button to access those names. At the end, the names did show up after the user typed in the buttons and after pressing the 'hide' button the names and boxes were gone like expected. | The panel was supposed to be accessed around in total of 10 clicks or less. But during the test, it was seen that the panels could be accessed by 5 clicks. Inputting names by the user took 3 clicks and bringing up the names of the players took merely one click. |
|---|---|---|---|---|
| 5 | The test for full page sponsors is to make sure the buttons can be used to start the timer and stop the timer so that the user can properly track how long the image is being displayed on screen. | To test the panel, the user was asked to click on the first button, wait for 5 seconds and then stop the button. | The user was given this test to ensure this task can be done in a short time. Although this may seem like a simple test, this mimics what would be done in game. The user was timed during this test to see how long it would take them. | The test should have taken no more than 7 seconds and the user was able to complete the task in that time. |
| 6 | The test for fan birthdays is similar to what was done | To test the panel, the user was asked to click on the first | The user was timed to see how long they took to | The test should have taken no more than 7 seconds and the user |

| | | | |
|---|---|---|---|
| | for full page sponsors. The test is to trigger the button, wait 5 seconds, and then stop the timer. This is used to gauge how long it would take in a game setting. | button, wait for 5 seconds and then stop the button. | figure out how to work the buttons and complete the task at hand. | was able to complete the task in that time. |
| 7 | The test for the sponsor bugs panel was to see if the different users were able to find and click a sponsor on the panel with this new design and if it is easy enough to change between different sponsors . | The prototype had 4 buttons that were connected to four different sponsors. By clicking each button, the sponsor is supposed to be displayed on the screen and by clicking again it gets removed. Then the user has to change the sponsor and perform the same tasks within 6-8 clicks which is a realistic goal the team predicted. | The user was told to operate the panel and at first he started with clicking the buttons and setting the duration he wanted the sponsor to be displayed and clicking off. It did work and then his next task was to move to the next sponsor bug and perform the same task. He was able to change it smoothly without any problem. | The test was supposed to take 8 clicks. But the panel worked much more smoothly than expected. Users were able to change between different sponsors with just a click. For changing the timer for each sponsor it took 2-3 clicks. The panel was successful and good to be operated by a new user. |

| 8 | The test for noise/crowd prompt was to see if different functions were being shown on the panel if the tabs are being pressed and if it is easy enough to change the functions of the tab to a user's liking. | The prototype had 15 tabs that were connected to the 'display' panel. By clicking each tab, the display panel supposedly should show different functions of the respective tab(in this instance it was colours). Then the user has to change the function( colour) of the tab with as few clicks as possible. The team predicted around 8 clicks. | The user was told to operate the panel and at first he started with clicking the tabs if the display panel would show different colours or not. It did work and then his next task was to change the colour of a tab. He was able to change it smoothly without any problem and when he ran the panel again, it worked. | The test was supposed to be taking 8 clicks. But to our surprise the panel worked much more smoothly than expected. Users were able to change different tab functions with just a click. For changing the functions of the tab, at first it took him 7 clicks. But when he did the task again he was more efficient and did it in 5 clicks. The panel was successful and good to be operated by a new user. |