

CIS4951 RVCC 1235 (Capstone II)

Free Food FIU

Project Documentation



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1. Project specifications

1.1. Project vision:

The project aims to address food waste and food insecurity by creating a platform that connects students with campus events that offer free food. The platform will provide information about upcoming events, allowing students to reduce food waste and find ways to address food insecurity. The platform will also require several software engineering components, including a database management system, front-end and back-end development, map integration, and testing and quality assurance processes. The team will use flexible tools and technologies to develop the platform.

1.2. How it works:

Students can search for events based on location and type of food, and view pictures of the food offered at the event. Event goers can add and update information about events to ensure students have access to accurate and up-to-date information. The platform's user-friendly interface makes it easy for students to find and attend events

2. Feasibility Study

2.1. Introduction

2.1.1. Project Overview:

The purpose of this feasibility study is to assess the viability and potential success of our software engineering project, which aims to address food waste and food insecurity on campus. This study will evaluate various aspects, including technical feasibility, economic viability, and operational feasibility, to determine whether the project should proceed to the development stage.

2.1.2. Project Objectives:

The primary objectives of the project are as follows:

- Develop a platform that connects students with campus events offering free food.

- Reduce food waste by providing students with information about upcoming events.
- Address food insecurity by helping students find ways to access free food on campus.

2.2. Technical Feasibility

2.2.1 Software Requirements:

The project requires the development of a platform that integrates various software engineering components, including a database management system, front-end and back-end development, map integration, and testing and quality assurance processes. Based on the available resources and expertise of the team, it is technically feasible to develop the required software components.

2.2.2. System Architecture:

The proposed system architecture will involve the integration of a database management system, web-based front-end, and back-end server. The system will utilize flexible tools and technologies to ensure scalability and maintainability.

2.2.3. Data Management:

The database management system will be capable of storing and retrieving event information, user profiles, and preferences. Appropriate data models and relationships will be implemented to ensure data integrity and efficiency.

2.3. Economic Viability

2.3.1. Cost-Benefit Analysis:

An economic analysis indicates that the benefits of the project, such as reducing food waste and addressing food insecurity, outweigh the costs associated with development and maintenance. The platform has the potential to generate long-term benefits by promoting sustainable practices on campus.

2.3.2. Return on Investment (ROI):

The return on investment for the project will be assessed based on the cost savings achieved from reduced food waste and the overall impact on campus sustainability. A positive ROI is expected, considering the potential benefits and the scalability of the platform.

2.4. Operational Feasibility

2.4.1. User Acceptance:

The success of the project will heavily depend on user acceptance and engagement. A survey and user testing will be conducted to assess user satisfaction and ensure that the platform meets the needs and expectations of the target audience.

2.4.2. Stakeholder Collaboration:

Collaboration with various stakeholders, including campus event organizers and student organizations, will be crucial for the success of the project. Efforts will be made to engage stakeholders and gather their feedback during the development and implementation stages.

2.4.3. Scalability and Maintenance:

The platform will be designed to accommodate future growth and changes in user requirements. Regular maintenance and updates will be required to ensure the platform remains functional and up-to-date.

2.5. Conclusion

Based on the technical feasibility, economic viability, and operational feasibility assessment, it is concluded that the project has a high potential for success. The proposed platform addresses a significant issue on campus and offers a solution that is both technically feasible and economically viable. The next step is to proceed with the development stage and closely monitor the progress and impact of the platform.

3. Requirements

3.1. Introduction:

The "Requirements" section of this project document outlines the comprehensive list of functionalities, features, and specifications that our web application aims to deliver. These requirements have been carefully gathered and documented to serve as a detailed roadmap for the development team. Each requirement is a result of thorough analysis and discussions with stakeholders, ensuring that our application meets their expectations and fulfills its purpose effectively.

In this section, we present a wide array of features that cover everything from database setup and user functionality to map integration and social media sharing. The list encompasses both front-end and back-end components, aiming to create a seamless user experience while facilitating efficient event management for organizers.

By clearly defining these requirements, we ensure that our development process remains focused and aligned with the project's vision. As we move forward, these specifications will serve as a foundation for design, implementation, and testing phases, guiding us towards building a robust and user-friendly event management platform.

3.2. Features:

3.2.1. Feature 1 – Database Setup and Management:

- Covering all resources for database training.
- Designing the database schema for user accounts and events.
- Creating collections for user information and event details.
- Establishing relationships between different entities in the database.
- Setting up database indexes for optimized search queries.

3.2.2. Feature 2 – User Functionality:

- User registration functionality.
- User profile page design and implementation.
- User dietary restrictions filtering feature.
- Password reset functionality.
- User reputation or credibility scoring.

3.2.3. Feature 3 – Event Functionality:

- Event creation page for organizers.
- Event search functionality based on location and food type.
- Event editing and cancellation for organizers.
- Event details page with rating and review system.
- Event registration functionality for users.
- Attendance history page for users.
- Reporting events and moderation panel for administrators.

3.2.4. Feature 4 – Map Integration:

- Integrating a map library (e.g., Google Maps) into the app.
- Displaying event locations with customizable pins.
- Implementing clustering for nearby events on the map.
- Providing directions from the user's location to events.
- Calculating and displaying the distance between the user and events.

3.2.5. Feature 5 – Comment System:

- Comment section on the event details page.
- User authentication for leaving comments.
- "Reply" functionality for responding to comments.
- "Report" functionality for comments.

3.2.6. Feature 6 – Social Media Integration:

- Social media sharing feature for events.

3.2.7. Feature 7 – Testing and Optimization:

- Unit testing for individual components.
- Integration testing for module communication.
- End-to-end testing for overall functionality.
- Database backup and recovery mechanisms.
- Application scalability and search engine visibility optimization.
- Accessibility standards adherence.

3.2.8. Feature 8 – Archive Page:

- Marking events as archived by organizers.
- Creating an archive page for past events.
- Implementing search and filtering options for past events.

3.2.9. Feature 9 – Navigation Bar:

- Implementing a navigation bar on the homepage for easy access to other pages.

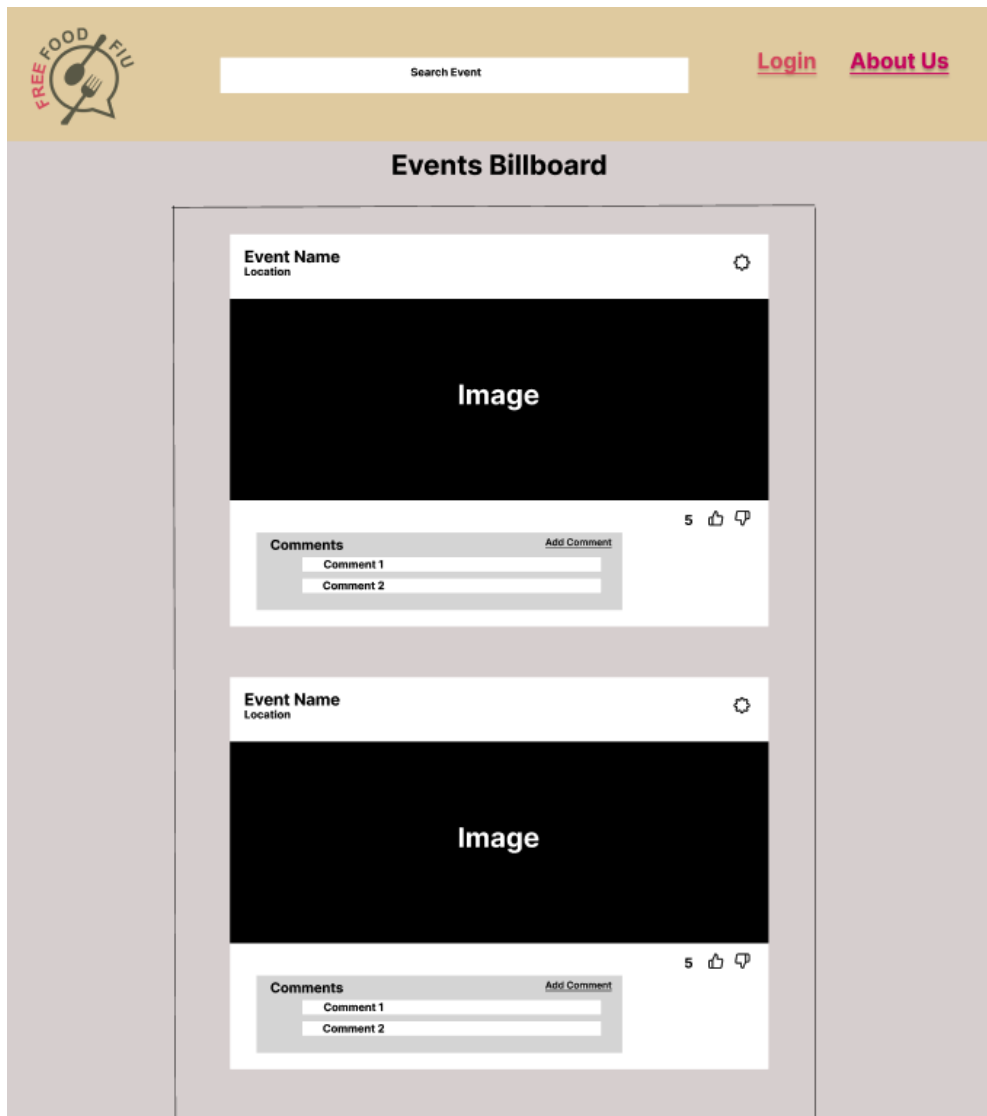
4. Design Documentation

4.1. Introduction

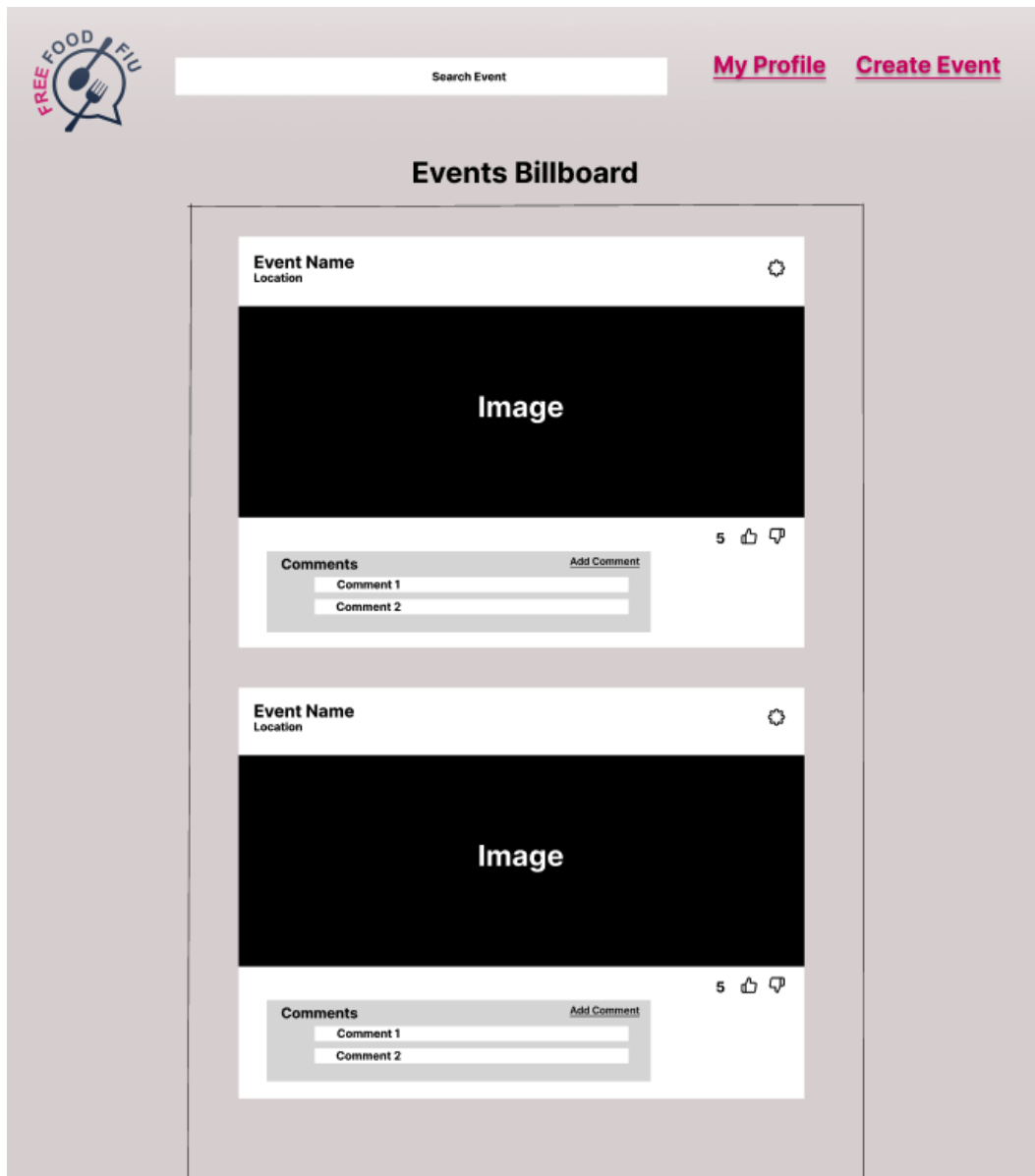
The "Design" section of this project document showcases visual snapshots and mockups of various pages within our web application. By providing a glimpse of how our app's user interface will look and function, this section offers valuable insights into the overall aesthetics and layout. These design representations are a result of thoughtful planning, taking into account user experience, accessibility, and brand identity. With these design snapshots, we can better visualize the final product and ensure that our web app aligns with the intended user journey, delivering an engaging and intuitive experience to all users.

4.2. Figma Mockups:

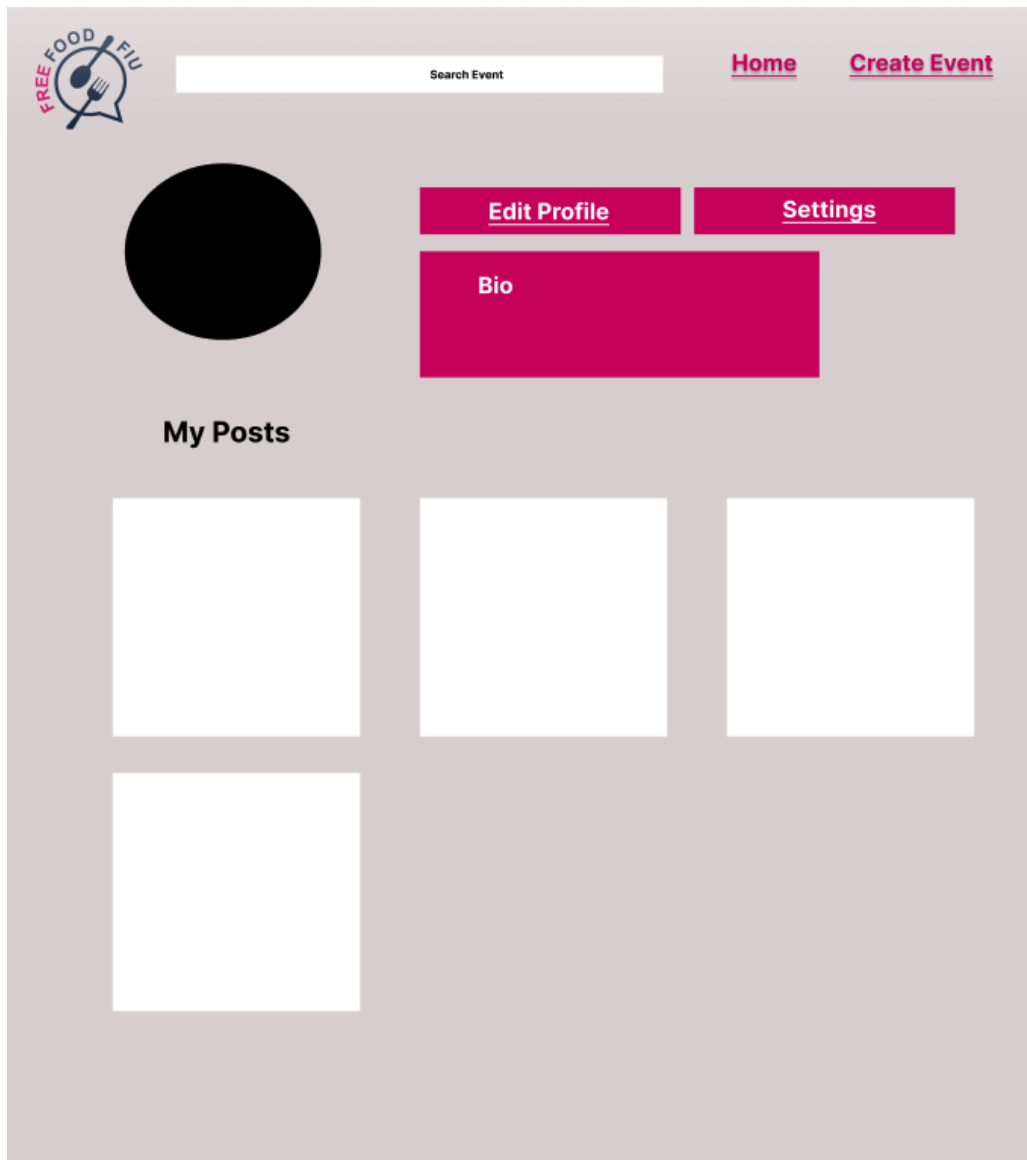
4.2.1. HomePage w/o Logging In:



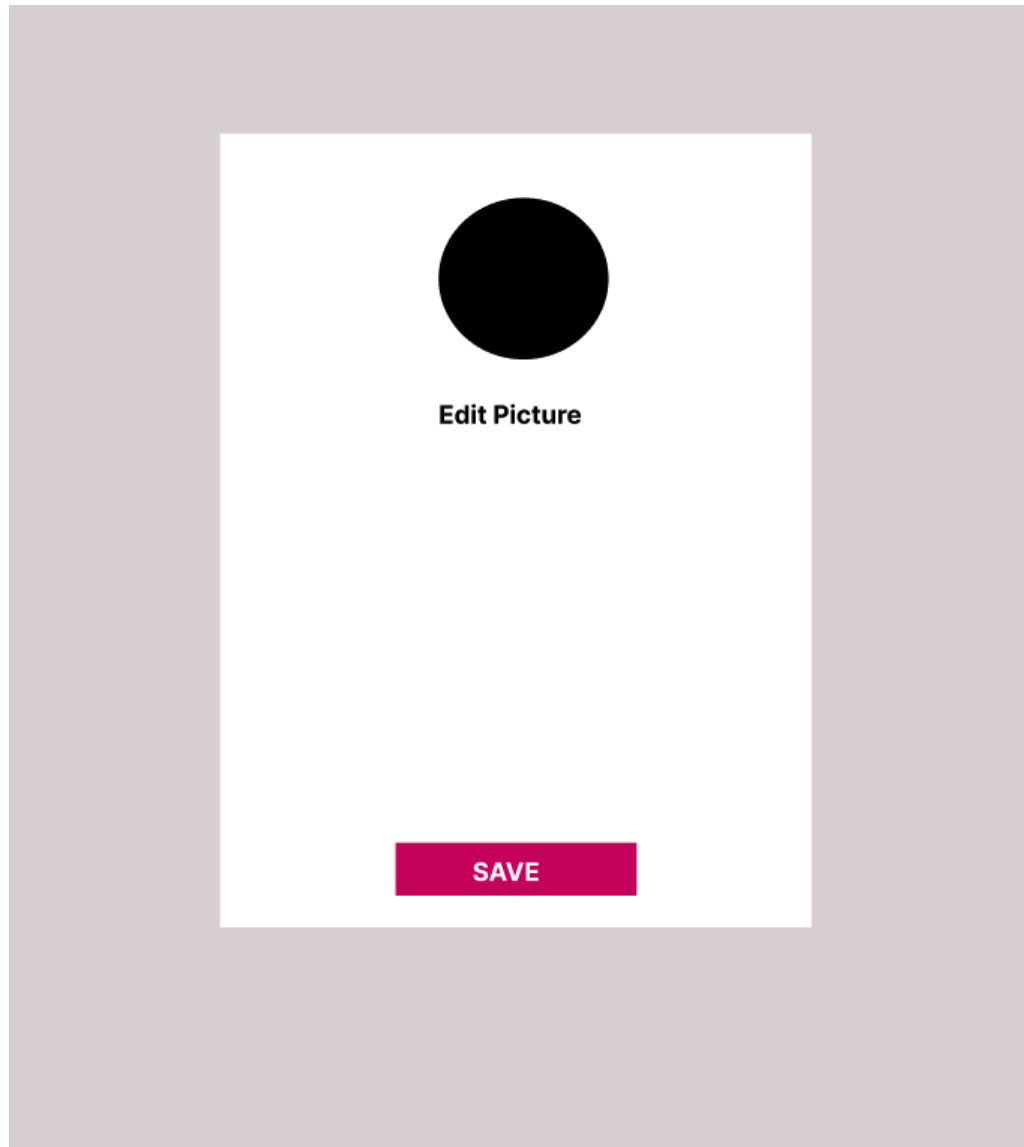
4.2.2. HomePage w/ Logging In:



4.2.3. Profile:



4.2.4. Edit Profile:



4.2.5. Login Form:



The logo for Free Food FIU is a circular emblem. The words "FREE FOOD FIU" are arranged in a circle around a central graphic. The word "FREE" is in red, while "FOOD" and "FIU" are in dark blue. The central graphic depicts a dark blue circle containing a white fork and a white spoon crossed at their handles.

Email

Password

[Login](#)

[Forgot Password](#)

Don't have an account? [Sign Up](#)

4.2.6. Register Form:



Email

Username

Password

Create Account

Already have an account? [Login](#)

4.2.7. Event Creation Page:



The logo for 'Free Food FIU' is a circular emblem. It features a dark blue fork and spoon crossed in the center. The words 'FREE FOOD' are written in a semi-circle above the cutlery, with 'FREE' in red and 'FOOD' in dark blue. The letters 'FIU' are written in dark blue to the right of the emblem.

Event Name

Location

Upload Image

Caption

Create Event

5. Usability Testing

5.1. Introduction

The "Usability Testing" section plays a crucial role in ensuring the effectiveness and user-friendliness of our web application. Usability testing involves gathering valuable feedback from users who interact with the application, helping us identify strengths, weaknesses, and areas for improvement. This section provides an empty template that was utilized during the testing phase to capture user observations, suggestions, and overall impressions. Additionally, we present three sample templates that have been thoughtfully filled out by users who participated in the testing process. These user-generated insights will be instrumental in refining the application's design, functionality, and user experience, ultimately leading to a more polished and user-centric final product.

5.2. Testing Template:

Consent Form

Free Food FIU Testing Consent Form
CIS 4951 RVC 1235

I, _____, by giving my consent, acknowledge and agree that the information collected during the experiment may be used by the interviewer for their written report. I am aware that my name and personal details will not be disclosed or shared for any commercial purposes. The sole intention behind utilizing this information is for the “Free Food FIU” project.

Opening Script

Hi, my name is _____. I'm glad to have you on board as a participant in the user testing for the "Free Food FIU" application prototype. Before we begin, I want to assure you that we are evaluating the application itself and not you as an individual. Your participation is entirely voluntary, and you have the freedom to withdraw from the test at any point if you choose to do so.

Throughout the test, please feel comfortable expressing your thoughts and explaining your reasoning as you navigate through the tasks. Don't worry about making mistakes or how long it takes; our focus is on assessing the effectiveness of our interface, not your performance.

If you encounter any difficulties during the tasks, please note that it indicates an issue with our interface, which is precisely what we want to identify and improve upon. Please remember that we won't be able to assist you during the tasks. If you find yourself stuck, try exploring different available buttons or options to see if you can progress. We'll be more than happy to answer any questions you have once the tasks are completed.

Now, let's move on to the first task.

Demographic Information Questionnaire

Please be assured that any personal information you provide will not be sold or shared with external entities. We strictly adhere to internal use only and will solely utilize the information for the purpose of conducting this usability test.

1. Name: _____

2. Grade Level: _____

3. I consider my level of computer knowledge and experience:

___ Beginner ___ Intermediate ___ Experienced ___ Expert

4. Age Group: 5-10 11-13 14-17 18-24 25-34 35-44 45-55

5. Gender: Female Male

6. How often do you use computers?

Daily Weekly Monthly Occasionally Never

7. What type of activities do you usually do on your mobile device?

8. May we contact you about this test at a later date?

If so, please provide your e-mail address: _____

“Free Food FIU” Usability Test

Our test sessions aim to evaluate the usability and ease of navigation of the "Free Food FIU" web application, specifically targeting the student population at FIU. Throughout July 2023, we will conduct tests with five individuals selected from our defined audience groups. Prior to and following each test, participants will be asked to complete an entrance and exit survey. Additionally, we will request participants to sign a release form granting permission to take notes and quote their comments for the purpose of data collection.

During the test sessions, a facilitator will read aloud tasks to the users, and our objectives will revolve around understanding the users' perspective on what aspects of the new application are working effectively and what areas are not. We will gather information regarding the users' ability to successfully complete tasks, the speed at which they perform each task, and whether the speed is satisfactory for their needs. We will also observe the paths they take while attempting the tasks, assessing their efficiency. We will pay attention to areas where users stumble, encounter problems, or experience confusion. Furthermore, we will note any specific words or paths they expect to find in the application but are not present.

Following each session, we will provide an opportunity for participants to engage in an open-ended general discussion. This will allow them to share their thoughts on any aspect of the application or testing process with us.

Description of Methodology

Think-Aloud Protocol

To gather valuable insights, we will utilize a task-based think-aloud protocol during the testing sessions. Users will be encouraged to express their thoughts verbally while performing tasks on the application. We will specifically request them to vocalize their decision-making process, including the path they choose to navigate and find information, any questions that arise, and moments that surprise or confuse them while interacting with the application.

Our approach will involve using open-ended and neutral questions to guide the users' feedback. For example, we may ask questions like "What do you mean by that?" or "What did you expect to happen?" to encourage participants to share their perspectives. Whenever users identify a problem or issue, we will further inquire about their potential solutions or suggestions for improvement.

In addition to verbal communication, we will also pay close attention to users' body language and facial expressions throughout the testing session. These non-verbal cues can provide additional insights into their experience and help us understand their level of comfort or frustration while using the application.

Using Art Across the Curriculum Functionality

During the testing sessions, the facilitator will guide the users through a set of relatively simple and commonly encountered tasks. They will provide clear instructions and observe the users as they perform these tasks. The facilitator's role will be to encourage participants to think out loud, sharing their observations and reactions to what they see on the application. They will ask questions to understand the users' thought processes and decision-making as they work through the tasks.

The facilitator will maintain a non-intrusive approach, ensuring that their questions do not steer or bias the participants' responses. The primary objective is to gain insights into users' natural interaction with the application and understand their experiences and perspectives. Throughout the testing session, the facilitator will take detailed notes to capture important observations, user feedback, and any noteworthy interactions or behaviors. These notes will contribute to a comprehensive evaluation of the application's usability and inform further improvements.

Test Facilitator: _____ Test Subject: _____
Test Date: _____ Test Location: _____

Specific Device/Software used for this Test:

Device: _____
Operating System: _____
MacOS Version: _____

Take user to the “Free Food FIU” web app home page on their mobile device before beginning the next section.

1. Creating an account and searching for events:

You are interesting in learning about events on campus that have free food. Particularly, you want to know if there is an event going on soon around the CASE building, as that is where you frequently go to study so it would be close proximity. You stumble upon the Free Food FIU web app on your mobile device and believe this would be a good solution for you. You don't have an account and need to register.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step]**

- ___ Click on the nav bar link to login
- ___ Click register near the login entry to create an account
- ___ Enter credentials using the available form components
- ___ Click register
- ___ Click on the search link in the nav bar to navigate to the search feature
- ___ Click on the dropdown menu for selecting filters and filter by location
- ___ Enter "CASE" for the location
- ___ Click and expand any event located by CASE to see event details

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

User's Verbal comments: **[Facilitator notes user's verbal comments]**

Any suggestions for making this (task) easier? **[Facilitator asks user]**

2. Logging into existing account and creating an event:

You've created an account before in Free Food FIU, but now, rather than finding events, you'd like to create one of your own. You want to create an event called "Pizza Time" for a sorority/fraternity that will be hosted by the "Phi Theta Zeta" organization, will be located in GC (the Graham Center), and will be hosting the following refreshments: Pizza, Soda. How can this be done? Once you've created the event, please search for it using the search feature again. Utilize a filter to find the event.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ___ Click on the nav bar link to login
- ___ Login using credentials used in the 1st test
- ___ Click on the "Create Event" link in the nav bar
- ___ Enter the information specified (Pizza Time, Phi Theta Zeta, GC, etc.) using the form components.
- ___ Click create event
- ___ Click on the dropdown menu for selecting filters and filter by location
- ___ Click on the search link in the nav bar to navigate to the search feature
- ___ Successfully locate the event using the filter feature.

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

User's Verbal comments: **[Facilitator notes user's verbal comments]**

Any suggestions for making this (task) easier? **[Facilitator asks user]**

3. Changing dietary preferences

You've created an account before in Free Food FIU, but you've recently decided to change your dietary practices to veganism. When you first created your account, you did not have this preference, but you'd now like to update your account so that this preference is factored into your searches.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ___ Click on the nav bar link to login
- ___ Login using credentials used in the 1st test
- ___ Click on the "Account" link on the nav bar
- ___ Navigate to the "Preferences" section and expand it
- ___ Use the form component to add a preference with the + button
- ___ Successfully add preference "Vegan" from the dropdown options, updating the account

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

User's Verbal comments: **[Facilitator notes user's verbal comments]**

Any suggestions for making this (task) easier? **[Facilitator asks user]**

Please Let Us Know What You Think...

(Please note, any information you provide is for internal use only.)

“Free Food FIU” application/product Feedback

Did you encounter any difficulties while using the application?

Rate the application's usability on a scale of 1 to 5:

Did you find the provided information about campus events and free food helpful?

How likely are you to recommend this application to other students?

6. Additional Comments

5.2. Completed Usability Testing:

5.2.1. User Test 1:

Consent Form

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CIS 4951 RVC 1235

I, Kevin Gonzalez , by giving my consent, acknowledge and agree that the information collected during the experiment may be used by the interviewer for their written report. I am aware that my name and personal details will not be disclosed or shared for any commercial purposes. The sole intention behind utilizing this information is for the “Free Food FIU” project.

Opening Script

Hi, my name is Brian Sanchez. I'm glad to have you on board as a participant in the user testing for the "Free Food FIU" application prototype. Before we begin, I want to assure you that we are evaluating the application itself and not you as an individual. Your participation is entirely voluntary, and you have the freedom to withdraw from the test at any point if you choose to do so.

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Now, let's move on to the first task.

Demographic Information Questionnaire

Please be assured that any personal information you provide will not be sold or shared with external entities. We strictly adhere to internal use only and will solely utilize the information for the purpose of conducting this usability test.

1. Name: Kevin Gonzalez
2. Grade Level: Junior
3. I consider my level of computer knowledge and experience:
___ Beginner _X_ Intermediate ___ Experienced ___ Expert
4. Age Group: 5-10 11-13 14-17 18-24 25-34 35-44 45-55
5. Gender: Female Male
6. How often do you use computers?
Daily Weekly Monthly Occasionally Never
7. What type of activities do you usually do on your mobile device?
I go on social media like Instagram and Tiktok, I use email, and use it to text and call friends and family.
8. May we contact you about this test at a later date?
If so, please provide your e-mail address: kevingonzalez452@gmail.com

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In addition to verbal communication, we will also pay close attention to users' body language and facial expressions throughout the testing session. These non-verbal cues can provide additional insights into their experience and help us understand their level of comfort or frustration while using the application.

Using Art Across the Curriculum Functionality

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The facilitator will maintain a non-intrusive approach, ensuring that their questions do not steer or bias the participants' responses. The primary objective is to gain insights into users' natural interaction with the application and understand their experiences and perspectives. Throughout the testing session, the facilitator will take detailed notes to capture important observations, user feedback, and any noteworthy interactions or behaviors. These notes will contribute to a comprehensive evaluation of the application's usability and inform further improvements.

Test Facilitator: Brian Sanchez
Test Date: 7/15/2023

Test Subject: Kevin Gonzalez
Test Location: Remote (Zoom)

Specific Device/Software used for this Test:

Device: MacBook Air
Operating System: MacOS
MacOS Version: latest

Take user to the “Free Food FIU” web app home page on their mobile device before beginning the next section.

1. Creating an account and searching for events:

You are interesting in learning about events on campus that have free food. Particularly, you want to know if there is an event going on soon around the CASE building, as that is where you frequently go to study so it would be close proximity. You stumble upon the Free Food FIU web app on your mobile device and believe this would be a good solution for you. You don't have an account and need to register.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step]**

- ☒ Click on the nav bar link to login
- ☒ Click register near the login entry to create an account
- ☒ Enter credentials using the available form components
- ☒ Click register
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Enter "CASE" for the location
- ☒ Click and expand any event located by CASE to see event details

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user followed all directions but encountered difficulty with entering the location because of leading whitespace characters.

User's Verbal comments:

- The location specification was a little wonky. I think it's because I put a space at the beginning.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- Prevent leading whitespace as part of the the form textbox component underlying logic.

2. Logging into existing account and creating an event:

You've created an account before in Free Food FIU, but now, rather than finding events, you'd like to create one of your own. You want to create an event called "Pizza Time" for a sorority/fraternity that will be hosted by the "Phi Theta Zeta" organization, will be located in GC (the Graham Center), and will be hosting the following refreshments: Pizza, Soda. How can this be done? Once you've created the event, please search for it using the search feature again. Utilize a filter to find the event.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☒ Click on the nav bar link to login
- ☒ Login using credentials used in the 1st test
- ☒ Click on the "Create Event" link in the nav bar
- ☒ Enter the information specified (Pizza Time, Phi Theta Zeta, GC, etc.) using the form components.
- ☒ Click create event
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Successfully locate the event using the filter feature.

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user did not encounter any difficulty performing the task. They did so smoothly and as expected.

User's Verbal comments:

- None.

Any suggestions for making this (task) easier?

- None

3. Changing dietary preferences

You've created an account before in Free Food FIU, but you've recently decided to change your dietary practices to veganism. When you first created your account, you did not have this preference, but you'd now like to update your account so that this preference is factored into your searches.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☐ Click on the nav bar link to login
- ☐ Login using credentials used in the 1st test
- ☐ Click on the "Account" link on the nav bar
- ☐ Navigate to the "Preferences" section and expand it
- ☐ Use the form component to add a preference with the + button
- ☐ Successfully add preference "Vegan" from the dropdown options, updating the account

If user does not follow the known path, what did s/he click on?

- The user encountered some difficulty with locating the preference dropdown.

User's Verbal comments:

- I found it difficult to select the preference I was asked to change for my account. Could be more intuitively placed as done in other similar applications.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

Please Let Us Know What You Think...

(Please note, any information you provide is for internal use only.)

“Free Food FIU” application/product Feedback

Did you encounter any difficulties while using the application?

- I encountered some minor difficulties when it came to editing my preference in the profile in the dropdown, as well as with specifying the event location. Otherwise, it was fine.

Rate the application's usability on a scale of 1 to 5:

- 4

Did you find the provided information about campus events and free food helpful?

- Yes I thought the information provided was very clear and thorough.

How likely are you to recommend this application to other students?

- Very likely.

6. Additional Comments

- None

5.2.2. User Test 2:

Consent Form

Free Food FIU Testing Consent Form
CIS 4951 RVC 1235

I, __Tyler Williams_____, by giving my consent, acknowledge and agree that the information collected during the experiment may be used by the interviewer for their written report. I am aware that my name and personal details will not be disclosed or shared for any commercial purposes. The sole intention behind utilizing this information is for the “Free Food FIU” project.

Opening Script

Hi, my name is _Annie Nguyen_. I'm glad to have you on board as a participant in the user testing for the "Free Food FIU" application prototype. Before we begin, I want to assure you that we are evaluating the application itself and not you as an individual. Your participation is entirely voluntary, and you have the freedom to withdraw from the test at any point if you choose to do so.

Throughout the test, please feel comfortable expressing your thoughts and explaining your reasoning as you navigate through the tasks. Don't worry about making mistakes or how long it takes; our focus is on assessing the effectiveness of our interface, not your performance.

If you encounter any difficulties during the tasks, please note that it indicates an issue with our interface, which is precisely what we want to identify and improve upon. Please remember that we won't be able to assist you during the tasks. If you find yourself stuck, try exploring different available buttons or options to see if you can progress. We'll be more than happy to answer any questions you have once the tasks are completed.

Now, let's move on to the first task.

Demographic Information Questionnaire

Please be assured that any personal information you provide will not be sold or shared with external entities. We strictly adhere to internal use only and will solely utilize the information for the purpose of conducting this usability test.

1. Name: Tyler Williams

2. Grade Level: Sophomore

3. I consider my level of computer knowledge and experience:
 Beginner X Intermediate Experienced Expert

4. Age Group: 5-10 11-13 14-17 **18-24** 25-34 35-44 45-55

5. Gender: Female **Male**

6. How often do you use computers?

Daily Weekly Monthly Occasionally Never

7. What type of activities do you usually do on your mobile device?

I use my mobile device for social media and to watch videos on youtube. I also use it for phone calls and text messages.

8. May we contact you about this test at a later date?

If so, please provide your e-mail address: williams.tyler24@gmail.com

“Free Food FIU” Usability Test

Our test sessions aim to evaluate the usability and ease of navigation of the "Free Food FIU" web application, specifically targeting the student population at FIU. Throughout July 2023, we will conduct tests with five individuals selected from our defined audience groups. Prior to and following each test, participants will be asked to complete an entrance and exit survey. Additionally, we will request participants to sign a release form granting permission to take notes and quote their comments for the purpose of data collection.

During the test sessions, a facilitator will read aloud tasks to the users, and our objectives will revolve around understanding the users' perspective on what aspects of the new application are working effectively and what areas are not. We will gather information regarding the users' ability to successfully complete tasks, the speed at which they perform each task, and whether the speed is satisfactory for their needs. We will also observe the paths they take while attempting the tasks, assessing their efficiency. We will pay attention to areas where users stumble, encounter problems, or experience confusion. Furthermore, we will note any specific words or paths they expect to find in the application but are not present.

Following each session, we will provide an opportunity for participants to engage in an open-ended general discussion. This will allow them to share their thoughts on any aspect of the application or testing process with us.

Description of Methodology

Think-Aloud Protocol

To gather valuable insights, we will utilize a task-based think-aloud protocol during the testing sessions. Users will be encouraged to express their thoughts verbally while performing tasks on the application. We will specifically request them to vocalize their decision-making process, including the path they choose to navigate and find information, any questions that arise, and moments that surprise or confuse them while interacting with the application.

Our approach will involve using open-ended and neutral questions to guide the users' feedback. For example, we may ask questions like "What do you mean by that?" or "What did you expect to happen?" to encourage participants to share their perspectives. Whenever users identify a problem or issue, we will further inquire about their potential solutions or suggestions for improvement.

In addition to verbal communication, we will also pay close attention to users' body language and facial expressions throughout the testing session. These non-verbal cues can provide additional insights into their experience and help us understand their level of comfort or frustration while using the application.

Using Art Across the Curriculum Functionality

During the testing sessions, the facilitator will guide the users through a set of relatively simple and commonly encountered tasks. They will provide clear instructions and observe the users as they perform these tasks. The facilitator's role will be to encourage participants to think out loud, sharing their observations and reactions to what they see on the application. They will ask questions to understand the users' thought processes and decision-making as they work through the tasks.

The facilitator will maintain a non-intrusive approach, ensuring that their questions do not steer or bias the participants' responses. The primary objective is to gain insights into users' natural interaction with the application and understand their experiences and perspectives. Throughout the testing session, the facilitator will take detailed notes to capture important observations, user feedback, and any noteworthy interactions or behaviors. These notes will contribute to a comprehensive evaluation of the application's usability and inform further improvements.

Test Facilitator: __Annie Nguyen__ Test Subject: __Tyler Williams__
Test Date: __07/14/23__ Test Location: __Remote(Zoom)__

Specific Device/Software used for this Test:

Device: __Macbook Air__
Operating System: __MacOs__
MacOS Version: __12.1__

Take user to the “Free Food FIU” web app home page on their mobile device before beginning the next section.

1. Creating an account and searching for events:

You are interested in learning about events on campus that have free food. Particularly, you want to know if there is an event going on soon around the CASE building, as that is where you frequently go to study so it would be in close proximity. You stumble upon the Free Food FIU web app on your mobile device and believe this would be a good solution for you. You don't have an account and need to register.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step]**

- ☒ Click on the nav bar link to login
- ☒ Click register near the login entry to create an account
- ☒ Enter credentials using the available form components
- ☒ Click register
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Enter "CASE" for the location
- ☒ Click and expand any event located by CASE to see event details

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user was able to follow directions seamlessly and did not encounter any issues.

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- That was easy.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- None

2. Logging into existing account and creating an event:

You've created an account before in Free Food FIU, but now, rather than finding events, you'd like to create one of your own. You want to create an event called "Pizza Time" for a sorority/fraternity that will be hosted by the "Phi Theta Zeta" organization, will be located in GC (the Graham Center), and will be hosting the following refreshments: Pizza, Soda. How can this be done? Once you've created the event, please search for it using the search feature again. Utilize a filter to find the event.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☒ Click on the nav bar link to login
- ☒ Login using credentials used in the 1st test
- ☒ Click on the "Create Event" link in the nav bar
- ☐ Enter the information specified (Pizza Time, Phi Theta Zeta, GC, etc.) using the form components.
- ☒ Click create event
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Successfully locate the event using the filter feature.

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user was able to follow directions seamlessly and did not encounter any issues.

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- This login form is like any other form, its simple.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- None

3. Changing dietary preferences

You've created an account before in Free Food FIU, but you've recently decided to change your dietary practices to veganism. When you first created your account, you did not have this preference, but you'd now like to update your account so that this preference is factored into your searches.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☐ Click on the nav bar link to login
- ☐ Login using credentials used in the 1st test
- ☐ Click on the "Account" link on the nav bar
- ☐ Navigate to the "Preferences" section and expand it
- ☐ Use the form component to add a preference with the + button
- ☐ Successfully add preference "Vegan" from the dropdown options, updating the account

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- What else could I update to?

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- Display all options.

Please Let Us Know What You Think...

(Please note, any information you provide is for internal use only.)

“Free Food FIU” application/product Feedback

Did you encounter any difficulties while using the application?

- Not really, I found it fairly simple.

Rate the application's usability on a scale of 1 to 5:

- 5

Did you find the provided information about campus events and free food helpful?

- Yes

How likely are you to recommend this application to other students?

- Likely to FIU students

6. Additional Comments

- None

5.2.3. User Test 3:

Consent Form

Free Food FIU Testing Consent Form
CIS 4951 RVC 1235

I, __Justine Ramirez__, by giving my consent, acknowledge and agree that the information collected during the experiment may be used by the interviewer for their written report. I am aware that my name and personal details will not be disclosed or shared for any commercial purposes. The sole intention behind utilizing this information is for the “Free Food FIU” project.

Opening Script

Hi, my name is _Annie Nguyen_. I'm glad to have you on board as a participant in the user testing for the "Free Food FIU" application prototype. Before we begin, I want to assure you that we are evaluating the application itself and not you as an individual. Your participation is entirely voluntary, and you have the freedom to withdraw from the test at any point if you choose to do so.

Throughout the test, please feel comfortable expressing your thoughts and explaining your reasoning as you navigate through the tasks. Don't worry about making mistakes or how long it takes; our focus is on assessing the effectiveness of our interface, not your performance.

If you encounter any difficulties during the tasks, please note that it indicates an issue with our interface, which is precisely what we want to identify and improve upon. Please remember that we won't be able to assist you during the tasks. If you find yourself stuck, try exploring different available buttons or options to see if you can progress. We'll be more than happy to answer any questions you have once the tasks are completed.

Now, let's move on to the first task.

Demographic Information Questionnaire

Please be assured that any personal information you provide will not be sold or shared with external entities. We strictly adhere to internal use only and will solely utilize the information for the purpose of conducting this usability test.

1. Name: Justine Ramirez
2. Grade Level: Senior
3. I consider my level of computer knowledge and experience:
Beginner Intermediate X Experienced Expert
4. Age Group: 5-10 11-13 14-17 **18-24** 25-34 35-44 45-55
5. Gender: **Female** Male
6. How often do you use computers?
Daily Weekly Monthly Occasionally Never
7. What type of activities do you usually do on your mobile device?
 - I use my mobile device for literally everything. Work, school, a form of communication, and entertainment
8. May we contact you about this test at a later date?
If so, please provide your e-mail address: ram_justine04@yahoo.com

“Free Food FIU” Usability Test

Our test sessions aim to evaluate the usability and ease of navigation of the "Free Food FIU" web application, specifically targeting the student population at FIU. Throughout July 2023, we will conduct tests with five individuals selected from our defined audience groups. Prior to and following each test, participants will be asked to complete an entrance and exit survey. Additionally, we will request participants to sign a release form granting permission to take notes and quote their comments for the purpose of data collection.

During the test sessions, a facilitator will read aloud tasks to the users, and our objectives will revolve around understanding the users' perspective on what aspects of the new application are working effectively and what areas are not. We will gather information regarding the users' ability to successfully complete tasks, the speed at which they perform each task, and whether the speed is satisfactory for their needs. We will also observe the paths they take while attempting the tasks, assessing their efficiency. We will pay attention to areas where users stumble, encounter problems, or experience confusion. Furthermore, we will note any specific words or paths they expect to find in the application but are not present.

Following each session, we will provide an opportunity for participants to engage in an open-ended general discussion. This will allow them to share their thoughts on any aspect of the application or testing process with us.

Description of Methodology

Think-Aloud Protocol

To gather valuable insights, we will utilize a task-based think-aloud protocol during the testing sessions. Users will be encouraged to express their thoughts verbally while performing tasks on the application. We will specifically request them to vocalize their decision-making process, including the path they choose to navigate and find information, any questions that arise, and moments that surprise or confuse them while interacting with the application.

Our approach will involve using open-ended and neutral questions to guide the users' feedback. For example, we may ask questions like "What do you mean by that?" or "What did you expect to happen?" to encourage participants to share their perspectives. Whenever users identify a problem or issue, we will further inquire about their potential solutions or suggestions for improvement.

In addition to verbal communication, we will also pay close attention to users' body language and facial expressions throughout the testing session. These non-verbal cues can provide additional insights into their experience and help us understand their level of comfort or frustration while using the application.

Using Art Across the Curriculum Functionality

During the testing sessions, the facilitator will guide the users through a set of relatively simple and commonly encountered tasks. They will provide clear instructions and observe the users as they perform these tasks. The facilitator's role will be to encourage participants to think out loud, sharing their observations and reactions to what they see on the application. They will ask questions to understand the users' thought processes and decision-making as they work through the tasks.

The facilitator will maintain a non-intrusive approach, ensuring that their questions do not steer or bias the participants' responses. The primary objective is to gain insights into users' natural interaction with the application and understand their experiences and perspectives. Throughout the testing session, the facilitator will take detailed notes to capture important observations, user feedback, and any noteworthy interactions or behaviors. These notes will contribute to a comprehensive evaluation of the application's usability and inform further improvements.

Test Facilitator: __Annie Nguyen__ Test Subject: __Justine Ramirez__
Test Date: __07/16/23__ Test Location: __Remote(Zoom)__

Specific Device/Software used for this Test:

Device: __Macbook Air__
Operating System: __MacOs__
MacOS Version: __12.1__

Take user to the “Free Food FIU” web app home page on their mobile device before beginning the next section.

1. Creating an account and searching for events:

You are interesting in learning about events on campus that have free food. Particularly, you want to know if there is an event going on soon around the CASE building, as that is where you frequently go to study so it would be close proximity. You stumble upon the Free Food FIU web app on your mobile device and believe this would be a good solution for you. You don't have an account and need to register.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step]**

- ☒ Click on the nav bar link to login
- ☒ Click register near the login entry to create an account
- ☒ Enter credentials using the available form components
- ☒ Click register
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Enter "CASE" for the location
- ☒ Click and expand any event located by CASE to see event details

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user did not have any issues following the path.

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- This is similar to majority of logins. Not much to it, its straight and to the point.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- None.

2. Logging into existing account and creating an event:

You've created an account before in Free Food FIU, but now, rather than finding events, you'd like to create one of your own. You want to create an event called "Pizza Time" for a sorority/fraternity that will be hosted by the "Phi Theta Zeta" organization, will be located in GC (the Graham Center), and will be hosting the following refreshments: Pizza, Soda. How can this be done? Once you've created the event, please search for it using the search feature again. Utilize a filter to find the event.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☒ Click on the nav bar link to login
- ☒ Login using credentials used in the 1st test
- ☒ Click on the "Create Event" link in the nav bar
- ☐ Enter the information specified (Pizza Time, Phi Theta Zeta, GC, etc.) using the form components.
- ☒ Click create event
- ☒ Click on the dropdown menu for selecting filters and filter by location
- ☒ Click on the search link in the nav bar to navigate to the search feature
- ☒ Successfully locate the event using the filter feature.

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user did not have any issues following the path.

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- This platform is simple but I like the idea of it.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- None.

3. Changing dietary preferences

You've created an account before in Free Food FIU, but you've recently decided to change your dietary practices to veganism. When you first created your account, you did not have this preference, but you'd now like to update your account so that this preference is factored into your searches.

[The facilitator will ask the following question aloud to the user, using the provided wording:

"What words are going through your mind?" or "What are you looking for?"

It is essential to note that the facilitator should avoid leading the user to the answer or providing assistance in finding the solution. Instead, they should remind the user that we are testing the software and not their individual performance. The facilitator should encourage the user to think out loud, articulating their thought process and verbalizing their internal dialogue as they work through the task. These prompts aim to understand the user's thinking and intentions while navigating the application, without influencing their responses or providing direct guidance.]

Observe known click stream: **[Facilitator checks each step user clicks]**

- ☒ Click on the nav bar link to login
- ☒ Login using credentials used in the 1st test
- ☒ Click on the "Account" link on the nav bar
- ☒ Navigate to the "Preferences" section and expand it
- ☒ Use the form component to add a preference with the + button
- ☒ Successfully add preference "Vegan" from the dropdown options, updating the account

If user does not follow the known path, what did s/he click on? **[Facilitator notes different paths or possible dead-ends]**

- The user did not have any issues following the path.

User's Verbal comments: **[Facilitator notes user's verbal comments]**

- I don't really care for this feature.

Any suggestions for making this (task) easier? **[Facilitator asks user]**

- None

Please Let Us Know What You Think...

(Please note, any information you provide is for internal use only.)

“Free Food FIU” application/product Feedback

Did you encounter any difficulties while using the application?

- Not at all, Ive been using techbology for a long time and its fairly simple.

Rate the application's usability on a scale of 1 to 5:

- 5

Did you find the provided information about campus events and free food helpful?

- Yes, the about us page was a nice touch.

How likely are you to recommend this application to other students?

- Very likely, I love food, and its great to know booths I can visit in my free time.

6. Additional Comments

- I like the color scheme.

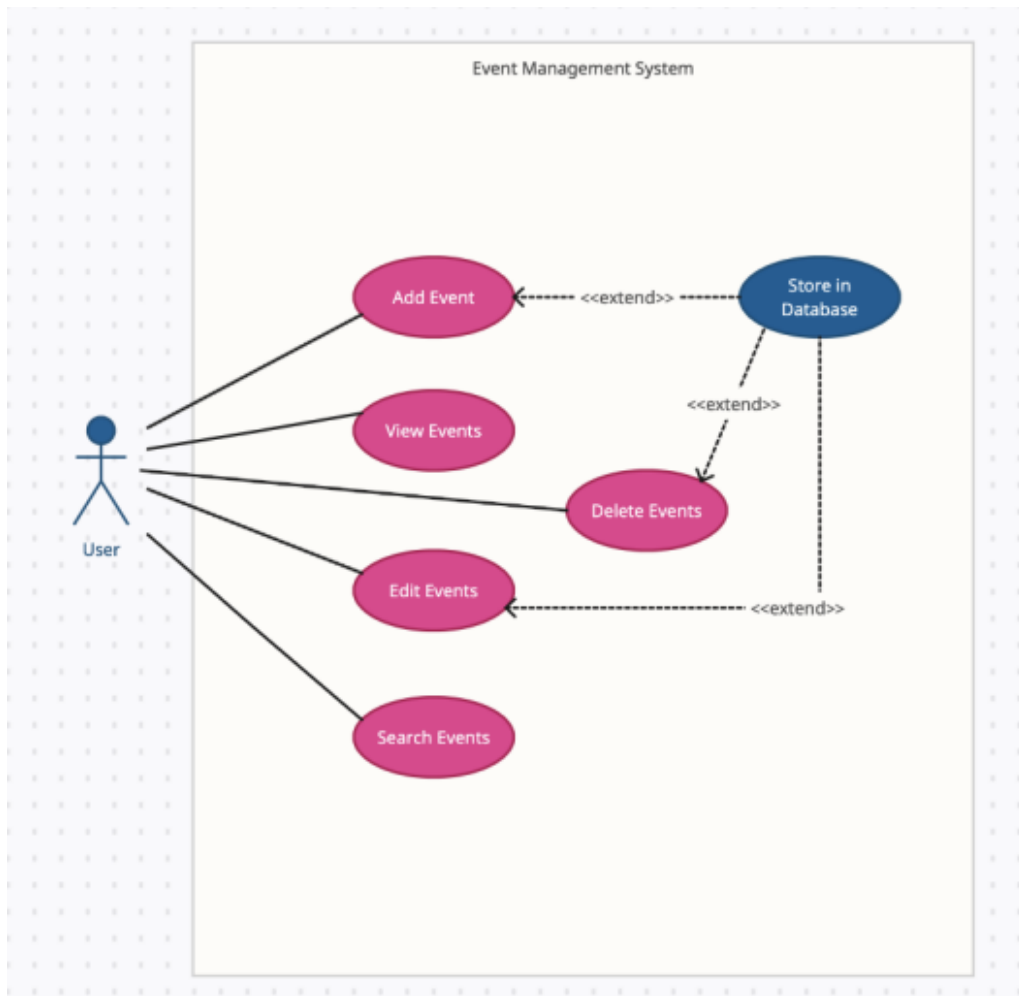
6. Diagrams

6.1. Introduction

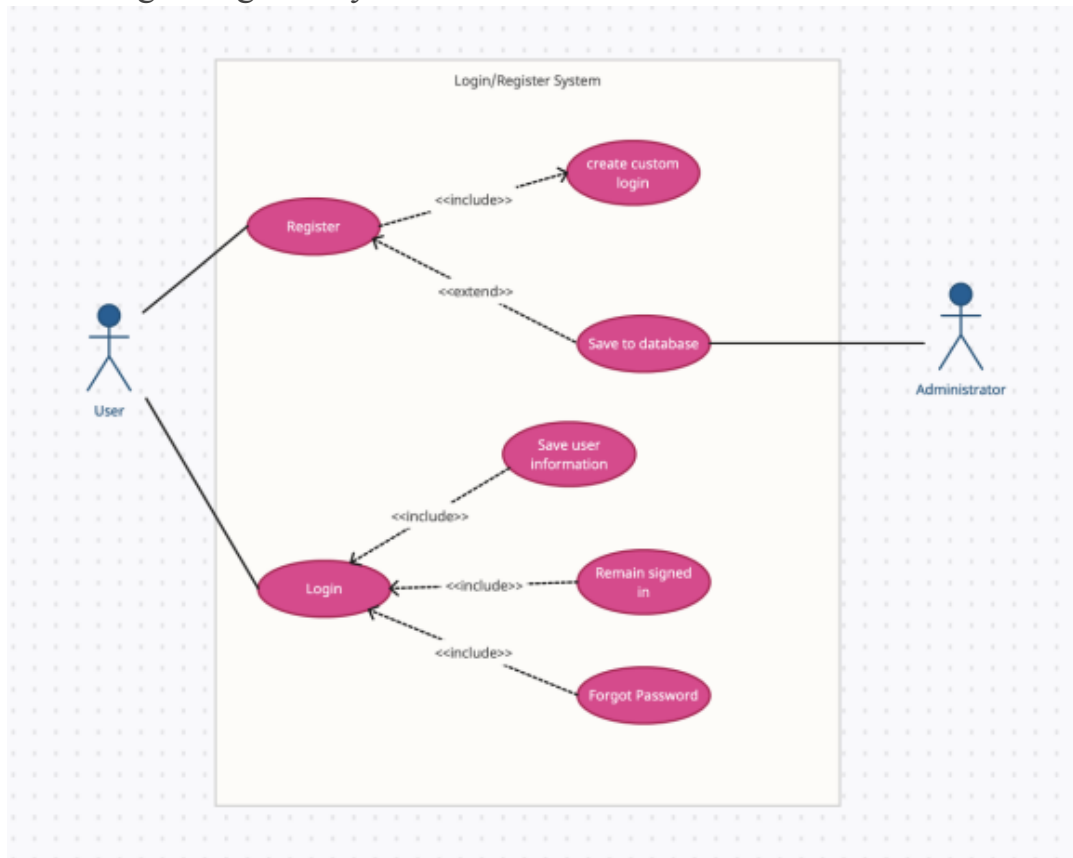
In this section, we present a comprehensive collection of diagrams that play a vital role in visualizing the design and implementation of our web application. These diagrams provide valuable insights into the application's structure, behavior, and interactions, aiding both developers and stakeholders in understanding its complexity and functionality. The four types of diagrams included are Use Case diagrams, Sequence diagrams, Class diagrams, and Deployment Diagrams. Each diagram serves a specific purpose, capturing different aspects of the application's architecture and providing a clear representation of how various components work together to deliver a seamless user experience. Through these visual representations, we aim to foster a deeper comprehension of our application's design and facilitate effective communication among team members and stakeholders throughout the development process.

6.2. Use Case Diagrams:

6.2.1: Event Management System:

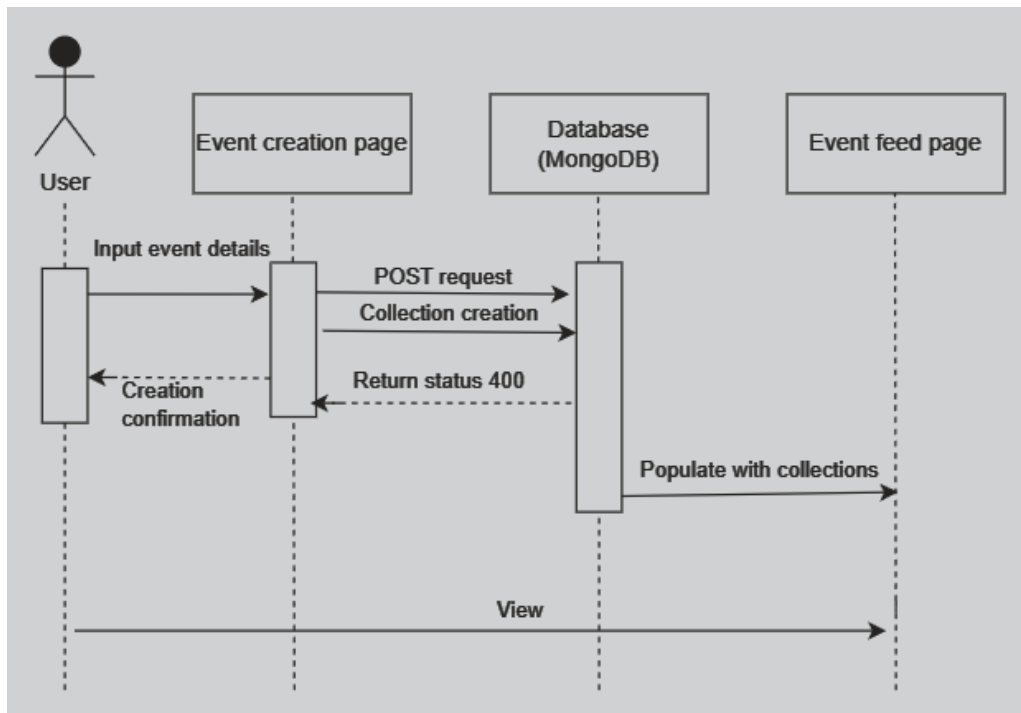


6.2.1. Login/Register System:

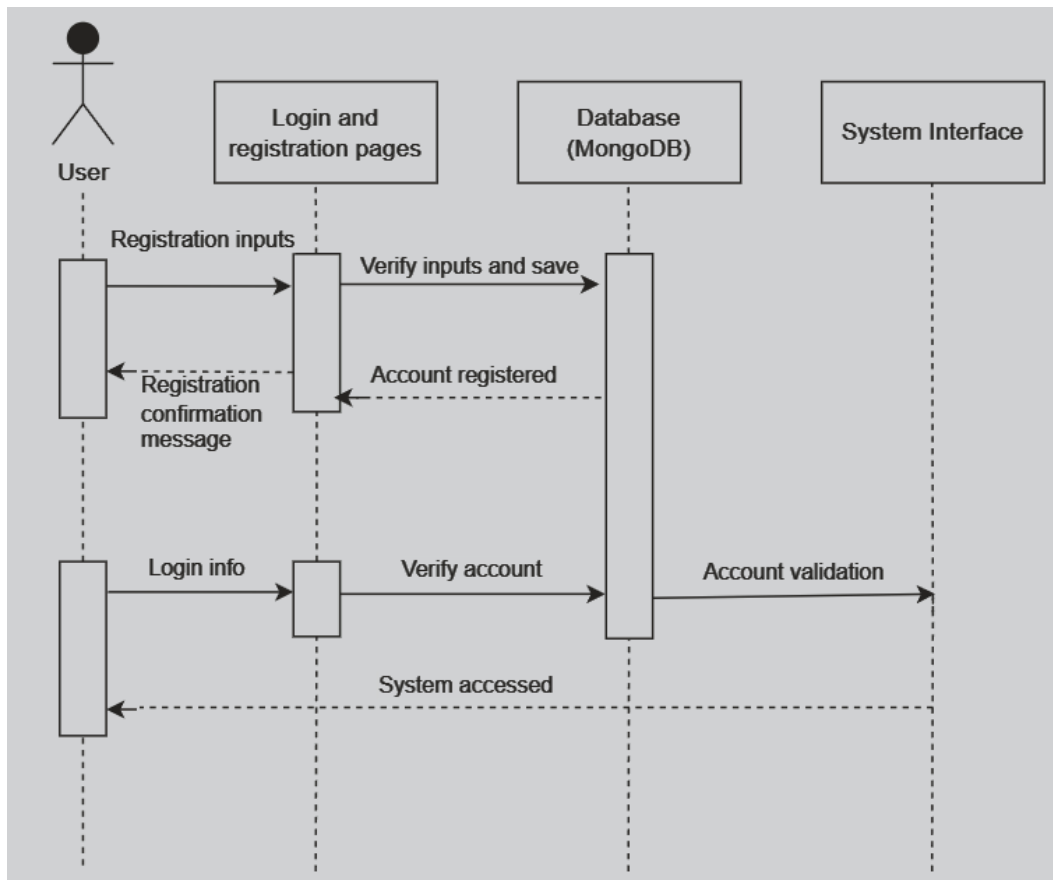


6.3. Sequence Diagrams:

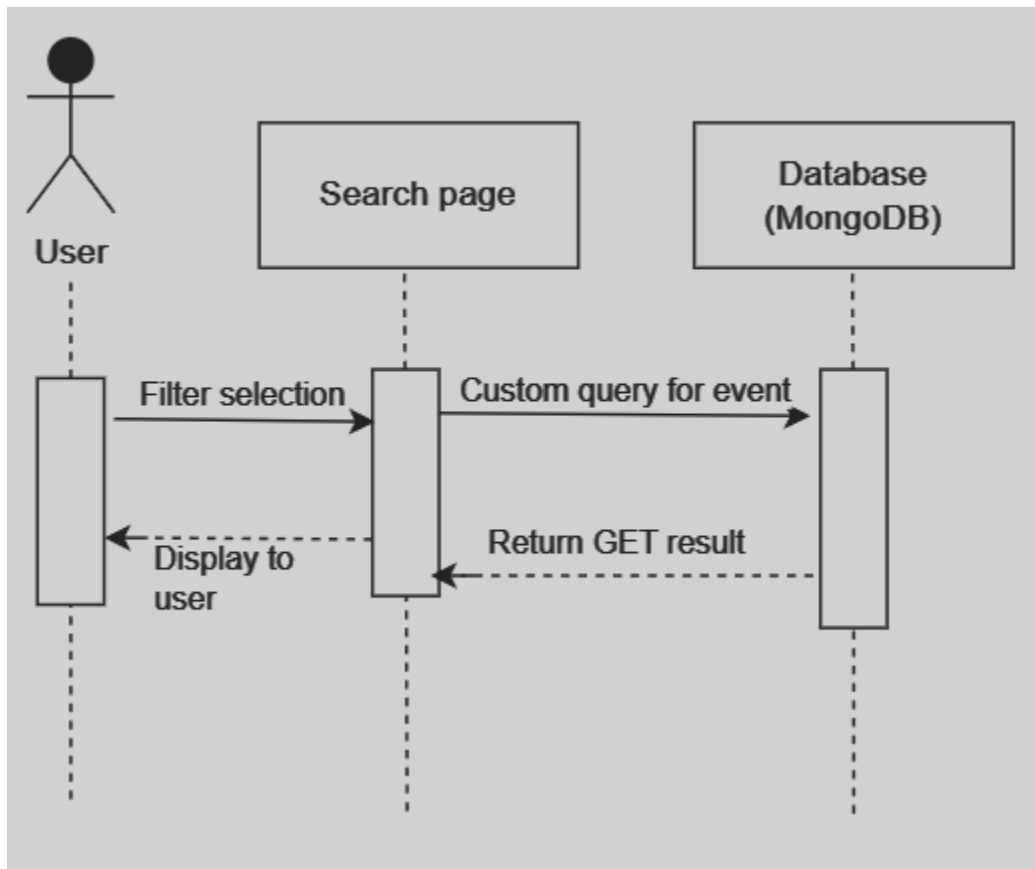
6.3.1. Event Creation & Viewing:



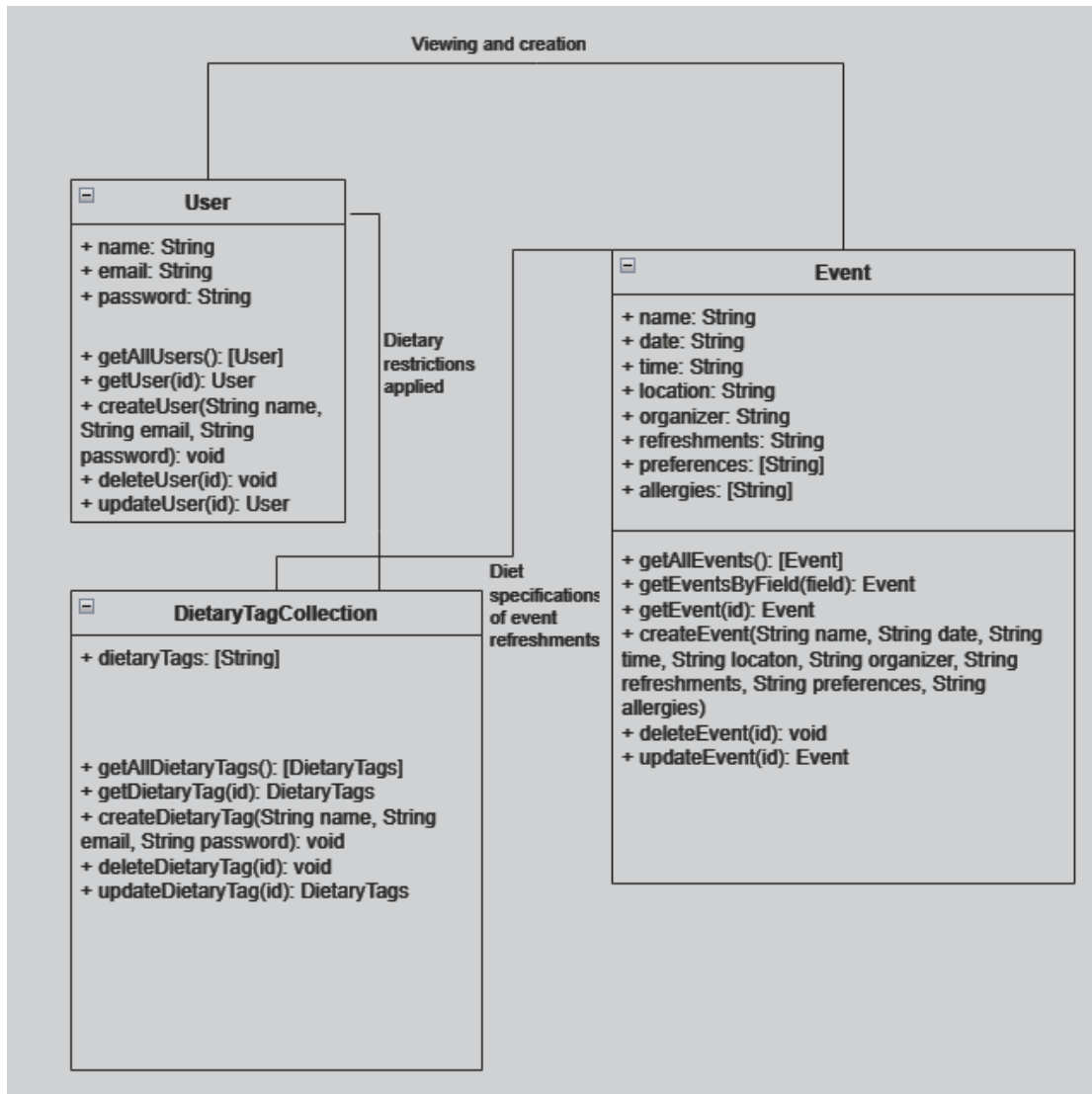
6.3.2. Login & Registration:



6.3.3. Search Functionality:



6.4. Class Diagram:



6.5. Deployment Diagram:

