

Pet Trainer Testing Guide

The Pet Trainer application is a virtual simulation of a companion whose health is dependent on your real life diet and exercise regimen. There are a few basic tasks that we will be testing in this experiment. Using Pet Trainer, you will be asked to:

1. Log an exercise session
2. Feed your pet a specific meal
3. Play a mini-game

The Pet Trainer is a tab-bar application meaning all the most meaningful windows are accessed by choosing from a list of icons along the bottom of the screen. Each of the above tasks, along with the homepage, are accessed in this fashion.

Task Breakdown

Logging an Exercise Session

1. Launch app, arrive at the homepage
2. Identify the pet's status
3. Begin an exercise session by choosing the "Walk/Run" tab.
4. Once the session has been started, explain how to proceed.
5. End session by recording the number of steps taken.
6. Check your activity in your exercise history and the "Recent Activity" list.

Feeding Your Pet

1. Launch app, choose "Feed" tab.
2. Proceed by feeding your pet a "Hamburger" and an "apple," using the "Create Food" option if necessary.
3. Check activity in your food history and the "Recent Activity" list.

Playing the Mini-game

1. Launch app, choose "Mini-game" tab.
2. Choose a one player game and run it to completion.
 - a. Tap screen to jump.
3. Check your activity in the high scores list and the "Recent Activity" list.

Thank you for your time, the information we've gained is of much value to us!