Testing

Our project will be tested in 2 phases before its full release. The first testing will be the ALPHA stage in which it will be tested in house by the development team. Once the application is deemed to be useable, it will be released into BETA, which will be open testing of the public. The Beta phase will be missing some tutorial videos, but links will be included to blank placeholders, the main features of the scanning and suggested fixes will be implemented.

The testing coverage we need would be tech-savvy people that understand the best settings to make and to ensure or scrapping is picking up on all settings they are meant to. Would also need a pool of people unsure of settings as they would possibly have most settings set wrong. To achieve these test pools our YouTube video should hopefully get some but rather would use in house contacts for the first pool and on the street marketing at shopping centres where you usually see people's faces planted to their phones to get the second pool, another option is to get a social influencer on board.

The mix of persons we would need to have would include all age brackets as we hope to make it useable by even the least technological person. We would hope to achieve at least 500 in each pool to get some detailed bug tracking prior to full release BETA testing should conclude after a 4 to 5 week period.