



SPORTS CMS PROJECT

AGILE PHASE TWO REPORT

August 2019

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1. Foreword

Over the past six weeks, the Sports CMS team has worked hard to achieve the tasks and timelines for a much more technical phase two cycle. With the increasing difficulty of developing pages and assessing complications between page elements, the team undertook a significantly steep learning curve to achieve professional results suitable for a commercial environment.

The existing project constraints consist of:

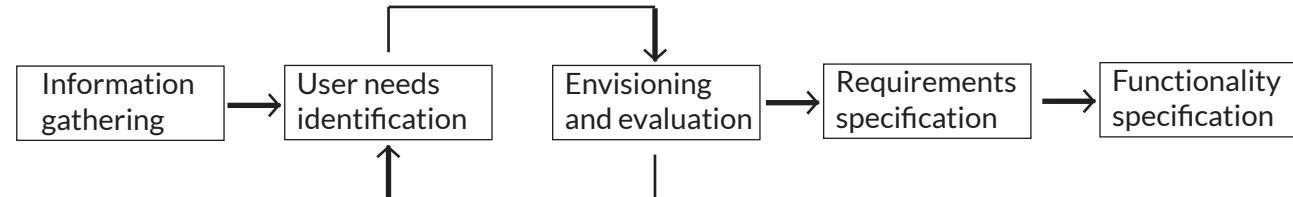
1. Client absence to resolve detailed site requirements
2. Poor availability of Maple technical details
3. Highly variable individual team strengths and weaknesses; and
4. A general lack of team project experience to achieve outcomes expected in a commercial environment.

Despite these constraints, the team still feels confident that the project is achievable, and are continuing to work feverishly to achieve the overwhelming majority of project tasks.



2. Mapping User Tasks to Site Functionality

User tasks and the prioritisation of functions to accomplish those tasks were assessed on client and user feedback received in Agile Phase One (May 2019). The methodology and underlying utility which assisted the team in developing the Sports CMS site functions is bridged from the requirements elicitation process as outlined below:



In addition to the above process, the Sports CMS project team tested subjects for the expected actions used to achieve site tasks. The results of these tests are summarised in tables 1, 2 and 3. To ensure that the appropriate expected user knowledge was received, Tournament Director and Administrator user actions were received from test subjects already operating in these roles in other systems (e.g. website administrators or sports club representatives).

Test subjects were selected as per section 4.1 - *User Testing Methodology*.

Table 1. User Tasks and Site Functions - Tournament Directors (TD)

	Requirements	Tasks	Expected user actions (from homepage)
Tournament Directors	1.1 Site Registration	1.1.1 Register to site	Visit site -> select “register” -> enter details -> submit
	1.2 Manage events	1.2.1 Add event 1.2.2 Edit event	Click on “events” page -> add details of event Click on “events” page -> select event -> edit details of event
	1.3 Manage match results	1.3.1 Add matches to event 1.3.2 Edit matches of event	Click on “events” page -> select event -> add matches to event Click on “events” page -> select event -> edit matches of event
	1.4 Manage clubs	1.4.1 Add club 1.4.2 Edit club 1.4.3 Add Tournament Director to club 1.4.4 Remove Tournament Director from club	Click on “clubs” page -> select “Add club” -> enter details Click on “clubs” page -> select “Edit club” -> enter details Click on “clubs” page -> select “Add TD” -> enter details Click on “clubs” page -> select “Remove TD”
	1.5 Manage player information	1.5.1 Add players to club 1.5.2 Edit players of club 1.5.3 Remove players from club	Click on “clubs” page -> select “Add players” -> enter details Click on “clubs” page -> select “Edit players” -> enter details Click on “clubs” page -> select “Remove player”

2. Mapping User Tasks to Site Functionality cont.

Table 2. User Tasks and Site Functions - Administrator (AM)

	Requirements	Tasks	Expected user actions (from homepage)
Administrator	2.1 Site Registration	2.1.1 Register to site 2.1.2 Receive registration request 2.1.3 Accept registration request 2.1.4 Notify user of registration via e-mail	Visit site -> select "register" -> enter details -> submit Select "Registration Requests" section Select "Registration Requests" section -> select user -> click "approve" Select "Registration Requests" section -> select user -> click "approve"
	2.2 Manage all events	2.2.1 Add event 2.2.2 Edit event	Select "Events" page -> click "add" -> add details of event Select "Events" page -> select "View events" -> select event -> click "edit"
	2.3 Manage all match results	2.3.1 Add matches to event 2.3.2 Edit matches of event	Select "Events" page -> select "View events" -> select event -> click "add" -> add matches Select "Events" page -> select "View events" -> select event -> click "edit" -> edit matches
	2.4 Manage all clubs	2.4.1 Select club 2.4.2 Add club 2.4.3 Edit club 2.4.4 Remove club 2.4.5 Add Tournament Director to club 2.4.6 Remove Tournament Director from club	Select "Clubs" page -> select club Select "Clubs" page -> click "add club" -> enter details Select "Clubs" page -> select club -> click "edit" -> edit details Select "Clubs" page -> select club -> click "remove" Select "Clubs" page -> select club -> click "add TD" -> select TD to add Select "Clubs" page -> select club -> select TD -> click "remove"
	2.5 Manage all player information	2.5.1 Add players to club 2.5.2 Edit players of club 2.5.3 Remove players from club	Select "Clubs" page -> select club -> click "add player" -> enter details Select "Clubs" page -> select club -> click "edit players" -> edit details Select "Clubs" page -> select club -> select player -> click "remove"
	2.6 Manage other administrators	2.6.1 Add administrator 2.6.2 Remove administrator	Select "Administrators" page -> click "add admin" -> enter details Select "Administrators" page -> select admin -> click "Remove admin"

Table 3. User Tasks and Site Functions - Players and Guests (PG)

	Requirements	Tasks	Expected user actions (from homepage)
Players and Guests	3.1 View club information	3.1.1 View clubs	Click on "Clubs" page -> select search menu -> enter club details -> view selected club
	3.2 View player information	3.2.1 View players	Click on "Players" page -> select search menu -> enter player details -> view selected player
	3.3 View event information	3.3.1 View events	Click on "Events" page -> select search menu -> enter event details -> view selected event
	3.4 Search for clubs	3.4.1 Search clubs	Click on "Clubs" page -> select search menu -> enter club details
	3.5 Search for players	3.5.1 Search players	Click on "Players" page -> select search menu -> enter player details
	3.6 Search for events	3.6.1 Search events	Click on "Events" page -> select search menu -> enter event details

2.1 Summary of Results

The team observed that users had a tendency to oversimplify tasks, including tasks which required the user to ideate task steps of increasing difficulty compared with prior tasks. The team found that users had a “one page can accomplish most tasks” approach. This information provided the team with additional insight into user behavior; there is an expectation that tasks require as few as steps as possible, and that first time users would require greater site induction than previously anticipated to quickly utilise more advanced functions.

Observations made by the team regarding user function mapping in section 2 is detailed in the following summary of results.

Key observations for amendment consideration:

1. Users expected that page search (e.g. admin panel, players, clubs, events) be available from the homepage as a core function.
Outcome: include search on the main page as a core function of the site, and not a “nice to have”.
2. In almost all circumstances, users reported less than six actions to achieve administration tasks, or less than three actions for viewing information.
Outcome: centralise pages for accessing all information quickly with additional features on the appropriate panels (e.g. not hiding features such as “edit players”).
4. Users requested consistent wording patterns to describe pages: Events, Players, Clubs, Admin Panel or “Administrators” section.
Outcome: continued use of existing page names, however a revision to the title of the Administration section to be reviewed.

The site has only required minor modifications in response to these observations which are detailed in section 2.2.

Changes to site processes:

1. Tournament Directors may only direct one club. Directorship of additional clubs will require separate club logins.
Purpose: upon review, we found that the overwhelming majority of sports clubs only play one type of sport. Limiting each director to one club will limit the number of human errors introduced to the program due to confusion over which clubs and/or details are being changed by directors.
2. Administrators will not be able to add new countries/regions.
Purpose: the team has included all countries and regions into the database, removing the necessity to add new regions.
3. By default, only Tournament Directors who are not assigned to a club may become an administrator.
Purpose: as the system relies significantly on automation, it would be easy for an administrator with allegiance to a club to manipulate other club results. Should the client wish to revoke this feature, a Tournament Director may register with a separate login to become an Administrator.

The following pages provide a graphical representation of site amendments anticipated on the basis of user results received in both section 2 - *Mapping User Tasks to Site Functionality* and section 4 - *User Testing*.

2.2 Required amendments as a result of user expectations

The screenshot shows the homepage of a sports management system. At the top, there's a navigation bar with links for Home, Players, Events, Clubs, and Account. A large blue and yellow graphic on the left side asks "How do YOU rank?" with a call-to-action "Click here to find out". Below this, there's a search bar with a placeholder "Search for Players" and a "Search" button. A red dotted line with a circle labeled "1" points from the bottom of the search bar to the "Search" button.

The screenshot shows two modals. The top modal is titled "Add Player" and contains fields for Given Name, Family Name, Gender (Male), Date of Birth, Email, Nationality (Australia), and State/Territory (Tasmania). It includes a "Confirm" button. The bottom modal is titled "Create Club" and contains fields for New Club (Badminton), Nationality (Australia), and State/Territory (Tasmania). It includes a "Create Club" button. Red dotted lines with circles labeled "2" and "3" point from the top of the "Add Player" modal to the "Account" link in the top navigation bar, and from the bottom of the "Create Club" modal to the "Create Club" link in the top navigation bar respectively.

- 1. Search** - Home page search functions are priority changed to “Must have” feature
- 2. Naming conventions** - Renaming of “Account” to “Administration” for clarity of purpose.
- 3. Consistent styling conventions** - Quality control measures to ensure that pages maintain a consistent look and feel

2.2 Required amendments as a result of user expectations

The screenshot shows a blue header with the logo and navigation links: Home, Players, Events, Clubs, Account. Below the header is a yellow search bar labeled "Events Search" with a "Search for Events" input field and a "Search" button. Underneath is a table with columns: Name, Club, Date, State, Country, Sport, Type. The table contains 12 rows of sample data. At the bottom is a pagination bar with numbers 1 through 10.

5

4

6

The screenshot shows a blue header with the logo and navigation links: Home, Players, Events, Clubs, Account. Below is a form titled "Event Upload-Details" with fields for Event Name, Event Start Date, Event Sport Type, Australia, Tasmania, Match type, and a dropdown for number of matches (set to 3). A "Add Matches" button is present. Below the form are three sections for "#Match details", each with "Winning Player" and "Losing Player" fields, "Advance search" buttons, and a "Delete" button. Each section also has a link to add players. At the bottom is a "Submit Event" button and a note about needing more matches with a "Click Here" link. The footer includes the logo, information links (About Us, Privacy Policy, Terms & Conditions), social media links (Facebook, Twitter, Instagram), and a copyright notice: "© 2019 Name, All Rights Reserved".

4. **Consistent layout conventions** - Quality control measures to ensure that pages are accessible, memorable, and easy to use
5. **Additional automation** - Review of user options to remove user tasks which may be automated, such as selection of sports
6. **Improve identification of interactive elements** - Highlight elements which may be interacted with more clearly

3. Technical Development

Over the past six weeks the team has worked together to achieve the outcomes and user stories negotiated within the phase 2 project timeline. These achievements are described below.

3.1 Achievements to date

The following table represents the completion of phase two tasks (at time of writing). If tasks are not fully completed, a note is provided as to the reason:

Table 1. Phase two development task completion

Phase 2		
Item Type	Completion Status (%)	Notes
Site layout	95	
Site artwork	100	
Administration login pages	90	Requires moving of "match upload" from header to this page
Player search pages	90	Requires layout update to resolve graphical consistency issues with other pages
Player rankings pages	100	
Pages populated with data	100	
Advanced user functionality	90	
Admin login system	100	
Ability to designate admins	100	
Tournament Director registration	100	
Match correction (re-upload events)	0	Moved to phase three
Doubles functionality	100	
Player search functionality	100	
Site infrastructure	100	
Server initial setup	100	
Maple	90	
Maple data recalculation	0	Moved to phase three (as per Match correction task)
Doubles functionality	100	
Correct match data output	100	
Database	90	
Backup restoration	100	
Match recalculation (from Maple)	0	Moved to phase three (as per Match correction task)
Integration	100	
Fixes from phase one	100	

The following technical developments were undertaken during the phase two development cycle and provide further insight into the technical development of the site.

Website

The website was built from the ground up, utilising a combination of common web technologies such as HTML, CSS, PHP, SQL, Javascript and Ajax. There have been considerable programming additions made to the original files of these languages to allow the team to apply the more advanced functionality of the site.

The major functions introduced in this phase of the project are:

- Search functions and multi-variable filtering including advanced search functions
- Match and event upload
- Ability to add/edit/remove players and set initial rating
- Ability to add/edit/remove Tournament Directors
- Ability to add/edit/remove Administrators
- Linkage of users to user profiles
- Doubles functionality
- Registration request system, including approval of new clubs and Tournament Directors
- The bulk of pages required for the site
- Player e-mail notifications

Site content

Site content, such as images, logos, links and worded content has been achieved to the standard required of the phase two development cycle.

Peter is to provide the bulk of site text which includes: site Terms and Conditions, and Privacy Policy. As the phase two cycle is focused on site functionality, phase three will apply the site's final graphical content.

Database

The site database was completed in phase one. Database inputs, such as match uploads has been achieved.

Maple

The Maple code provided by Peter has remained unchanged from phase one. The team expected that this code may need to change to allow for doubles teams functionality. Doubles functionality has been implemented within site code (php) which is parsed to Maple, treating doubles teams as a single user, bypassing the need to amend Maple code any further. The benefit of this system is that Peter can update the site with programmers unfamiliar with Maple code if required.

Some Maple technical issues were experienced and discussed in section 3.2.

Examples of work

The following figures reveal display some of the works achieved during this development cycle.

Figure 1 - Event upload page


Home
Players
Events
Clubs
Account

Event Upload-Details

Event Name

Event Start Date Event Sport Type

Australia Match type

Tasmania 3

Need Help on how to fill the Event upload form? [Click Here](#)

#Match details

Winning Player Losing Player

[Advance search](#) [Advance search](#)

Can't find a player? Add them [here](#)

#Match details

Winning Player Losing Player

[Advance search](#) [Advance search](#)

Can't find a player? Add them [here](#)

#Match details

Winning Player Losing Player

[Advance search](#) [Advance search](#)

Can't find a player? Add them [here](#)

Need more matches? [Click Here](#)



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Figure 2 - Event search page

Figure 3 - Administration features

Home Players Events Clubs Account

Club Information

Name: New Club

Sport: Badminton

Country: Australia

State: Tasmania

Tournament Directors

Name

Email

Test User

test@user.com

[Remove](#)

<< | 1 | >>

[Add Director](#)

Club Members			
Name	Gender	DOB	Rating
Mary Smith	F	2019-07-31	0
Edit			
Add Player			

Figure 4 - Popups and interactive elements

Club Members

Search Club Players...

Name

Add Player

Given Name	Family Name
Male	Date of Birth
Email	
Australia	Tasmania

Confirm

Add Player

Figure 5 - Player profile page


[Home](#)
[Players](#)
[Events](#)
[Clubs](#)
[Account](#)

John Smith

favourite

Badminton

Select Sport	Badminton <input type="button" value="▼"/>
First Name	John
Last Name	Smith
Gender	M
Age	26
Country	Australia
State	Tasmania
Club	Launceston Badminton Club

2500
Badminton Rating

± 173
Standard Deviation

Player History

Badminton

Event	Initial Rating	Point Change	Final Rating
Event2	2500 ±173	-2500	null ±null

3.2 Technical difficulties and scheduling

As per 3.1 Achievements to date: *Table 1* most tasks have been completed to a high degree.

The team is **ahead of schedule** in the following tasks:

- Player e-mail notifications (scheduled for phase 3)
- Password reset (scheduled for phase 3)

The team is **behind schedule** in the following tasks:

- Match and event reupload, and Maple data correction recalculation

There has been a lack of technical advice and information from the client in regards to Maple software. The team intended to spend time one-on-one to go through changes requested by the client, however this was not possible as the client has been overseas throughout this phase without access to a computer with Maple software.

The team spent a significant amount of time attempting to resolve Maple issues identified in phase one. These issues were related to the execution of Maple asynchronously with the web server. This requirement is due to Maple's constraint of processing tournaments in timeframes extending into minutes. If multiple tournaments are uploaded within this processing time, their processing must be queued. These issues were delayed to this phase of the project cycle as resolving the issue required (the delayed) intervention of UTAS ITS to make changes to their security policies.

Having identified and successfully tested the asynchronous execution using the 'at' command on a Linux server places the team in a good position for a problem free deployment to a production server in phase three.

3.3 Identified constraints

At time of writing, the team is concerned about delivering the following features associated with user stories:

- Advertisement banners - requires a more detailed discussion with client
- Site Policies - to be provided by the client
- Site Terms and Conditions -to be provided by the client
- Full Mobile site development - this feature to be assessed in week 8, as the team is concerned about the scale of this development in terms of time and technical knowledge

As the client is away overseas, the team wishes to catch up with the client to receive advice and feedback regarding the processes involved in the site to ensure that the site is fit for purpose.

The team intends to resolve these issues and concerns by holding more frequent meetings to ensure that strategies to improve the most effective use of time can be discussed and followed.

4. User Testing

User & Technical tests were constructed to satisfy the successful completion of the following user stories below:

Table 2. User stories tested

Green = Full user story tested Phase 1

Magenta = Full user story tested Phase 2

Orange = Partial completion (some criteria not tested until future phases)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45

The data received from these tests was used to inform the test team of future changes to the project, and to ascertain the progress of those tested user stories.

4.1 Methodology

The methodology used to formulate and deliver tests consisted of five key phases;

- 1) Preparation
- 2) Introduction
- 3) Test
- 4) Post-test questionnaire
- 5) Debriefing

1. Preparation

Tests were formulated based upon the user stories developed in the Project Planning report and the capability to delivery those tests based upon the deliverables expected to be achieved by the end of the project phase 1 schedule.

A total of four individuals (two males, two females; aged 25 ± 18 years) were enrolled for testing. Subjects were selected based on having either one or more of the following characteristics:

- 1) Selected by the team manager as a potential site user - two subjects
- 2) A sports or tournament owner or director - one subject
- 3) Experience with sports sites or a general interest in sports ratings - two subjects

Test subjects were sourced and informed of a location, date, and time for testing.

A mixture of both quantitative and qualitative assessments was developed for each test. Given the small user sample size, qualitative assessments were considered by the project team to be a useful controllable output for our consideration; a larger subject sample size would have likely resulted in a larger proportion of quantitative assessments.

2. Introduction

Test subjects were introduced to the test team and asked to provide their personal details and participation consent by way of signing a test waiver form. Subjects were told the purpose and length of the tests. Subjects were also informed that the testing would provide subject de-identified data to the team for development purposes.

3. Test

Subjects were provided with a PC with the Sports CMS website operating and given a new task once the previous task was completed. Subjects completed a total of eight tasks each. Subject feedback was provided to the testing team for recording at the end of each testing scenario. Testing was carried out in the Computing building of UTAS and the Launceston Leisure & Aquatic Centre.

Test questions are provided in [Appendix 1](#). Test results are provided in section 4.2 *Analysis, reflection and summary of results*.

4. Post-Test Questionnaire

Subjects were provided with a post-test questionnaire which consisted of a series of both open, and closed questions such as:

- If you could change one thing about the site what would that be?
- Would you use this site yourself? – Yes or no

The results of these questionnaires are provided below.

5. Debriefing

Testing concluded with a debriefing where the test team asked test subjects about testing and if they had any further questions. Test subjects were thanked for their time in assisting us with testing and provided with our contact details for any further correspondence required.

4.2 Analysis, reflection and summary of results

The following results were received from users in user testing:

Test 1 - Pass rate: 0%

Goal: Completion of this task will assess Tournament Director's ability to add new players asynchronously while entering match data.

Subject comments: Subjects found finding the player upload page non-intuitive. They suggested using a different header system to find the Administrator match upload and club details.

Changes as a result of the test: Review of the menu system to find new, accessible ways to find information quickly.

Test 2 - Pass rate: 100%

Goal: Completion of this task will assess players or user's ability to search for newly added players as well as existing players.

Subject comments: Users found the page clean and accessible. They noted that it had a very different feel from the other pages and suggested keeping styling consistent throughout the site. Additionally, changing the player name colours will make it easier to know that users can interact with it.

Changes as a result of the test: Change of colours of player names which may be interacted with. Consistency of design elements throughout page.

Test 3 - Pass rate: 0%

Goal: Completion of this task will assess Tournament Director's ability to edit players and keep the system up to date.

Subject comments: Users felt that the Tournament Director functions were not easily accessible, and that they would have had to spend a lot of time guessing where to change match information.

Changes as a result of the test: Amend layout for administration functions as per Test 1 results.

Test 4 - Pass rate: 100%

Goal: Completion of this task will assess Tournament Director's ability to nominate another user to administer tournaments and share the role with other Tournament Directors of the club

Subject comments: Users said that it wasn't intuitive to store "add director" under the title "club information" and suggested changing it to "Club management", although they found it easy to navigate in general once they knew most club functions were under the "account" tab.

Changes as a result of the test: Amend layout for administration functions as per Test 1 and 3 results.

Test 5 - Pass rate: 100%

Goal: Completion of this task will assess Tournament Director's ability to nominate another user/ Tournament Director to administer the system and share the role with other Tournament Directors.

Subject comments: Users liked that this page was consistent for adding/removing people.

Changes as a result of the test: N/A

Test 6 - Pass rate: 50%

Goal: Completion of this task will assess Administrator's ability to demote another Administrator or remove another Tournament Director from any club.

Subject comments: Users believed that it wasn't intuitive to select a club from "club information", which is linked back to their initial assessment that "club information" should be called "club management". Additionally, users suggested using graphics to help show what they are reading or make each section visibly smaller.

Changes as a result of the test: Review of the styling elements used within pages, as well as layout amends as per previous comments.

Test 7 - Pass rate: 0%

Goal: Completion of this task will assess Tournament Director's ability to easily and efficiently upload match data.

Subject comments: Users stated that again, the page wasn't intuitive. Some items are performed on the menu, others in the account page. The user also said that some sort of notification stating that the upload was successful should be shown

Changes as a result of the test: Amend layout for administration functions as per previous results.

Test 8 - Pass rate: 100%

Goal: Completion of this task will assess Tournament Director's ability to effectively search for players in other regions.

Subject comments: One user questioned why all players couldn't be found in the standard search. They also stated that there are two different player name formats in the advanced search and normal search.

Changes as a result of the test: N/A

General Comments

Subjects were generally impressed with the site and found functions easy and accessible to use. They found page links/names unintuitive, and felt that design elements throughout the site were not consistent.

5. Technical Testing

Technical tests were constructed to satisfy the successful completion of the user stories shown in 4. User Testing - Table 2. User stories tested. The data received from these tests was used to inform the test team of future changes to the project, and to ascertain the progress of those tested user stories.

5.1 Methodology

Technical tests were developed and initiated in a white box testing environment. As the initial phase of development produced minimal site user input, the team felt that the scope for site testing was small enough to warrant white box testing. Additionally, given the small window into the internal workings of the site, the team also felt that there would be a greater emphasis, and ergo knowledge required, of the internal workings of the site, database and Maple.

Some minor tests were performed on site input to ensure all bugs/glitches were revealed during the earlier stage of development.

Technical testing was conducted by the programmers, with tests developed by various members of the team to ensure tests were not encapsulated to each tester's knowledge domain.

Test questions are provided in Appendix 2. Test results are provided in the following section.

5.2 Analysis, reflection and summary of results

The following results were received during technical testing:

Test 1 - Success: Pass

Goal: Completion of this test will ensure the integration between the web site server side code (PHP) integrates with maple code.

Test Comments: A number (20 specifically for this test) of events were uploaded to the server. For each match the expected rating and standard deviation were calculated using the clients original unedited code. The result of each match was compared with the expected result.

Result: The output of maple was stored in the database and it's result matched the expected output.

Changes as a result of the test: N/A.

Test 2 - Success: Pass

Goal: To ensure no lag is present when maple is executed and that this continues to be the case when multiple events are uploaded in quick succession.

Test Comments: Twenty events were pre-filled to allow them to be uploaded to the server in quick succession. As maple can take in excess of 60 seconds to execute and events must be processed in order of upload the queue of pending maple jobs was monitored throughout the test.

Result: No noticeable lag was observed for any of the match uploads. The queue of events was executed sequential. Total time for 20 events to be processed was 4 minutes

Changes as a result of the test: N/A.

Test 3 - Success: Fail

Goal: Completion of this task will assess the sites ability to provide event data from the stages of upload -> processing -> view results.

Test comments: The site is capable of uploading and processing results, however no results were visible in the "recent events table". The fix is an update to the database table and has been noted in "bug fixes"

Changes as a result of the test: Update to the database table "play_at".

Test 4 - Success: Majority Pass

Goal: Completion of this task will assess the site's ability to correctly update all database fields upon each user action.

Test comments: This test passed successfully with the exception of Test 3's "play_at" field. All user actions were correctly applied to the database.

Changes as a result of the test: N/A

Test 5 - Success: Pass

Goal: Ensure that admin and tournament director permissions are designated appropriately.

Test comments: Testing of all tournament director and administrator functions were performed in conjunction with a test database to ensure clear separation between roles were easily identified.

Changes as a result of the test: N/A

Test 6 - Success: Pass

Goal: Completion of this task will provide confidence in a secure directory structure.

Test comments: Testing of the ITS server shows no obvious signs of insecure information. Additional testing may need to be undertaken with permission of the client on a live server or ITS to evaluate actual penetration tests.

Changes as a result of the test: Further testing required for penetration testing.

Test 7 - Success: Fail

Goal: Completion of this task will ensure that interactive elements do not generate unintended consequences.

Test comments: Testing of interactive elements (buttons, searches etc.) found that while the majority of elements behaved as expected, several elements will require amending on the events upload page.

Changes as a result of the test: Update of drop down and menus required on the event upload page to ensure that these elements behave as expected.

General Comments

Most technical tests passed due to the additional work and focus during this phase to implement advanced functionality. A byproduct of the function creation process is consistent testing on a daily basis to ensure that the correct data is being received by the sites graphical elements, which makes errors more obvious. The team has implemented additional measures such as noting bugs in Github to regularly resolve issues prior to undertaking new tasks.

6. Client feedback

The client was engaged in later stages of development to provide site feedback.

6.1 Interview

Upon reviewing the site with members of the team, the following questions were provided to the client to gauge feedback:

1. What do you like about the site?

Client liked the overall layout and high usability and felt that the team was progressing well.

2. What could be improved about the site?

The client suggested that:

1. The sports type in the upload-event page is not changed from Table Tennis to Tennis as requested in phase one.
2. The ability to search by family name in the player search page
3. Standard deviation for players should be displayed in the section “Club Members” in addition to their rating.
4. More information for users regarding what “tournament director” and “administrator” located on the site. He suggested that it could be when users hover over the heading “Tournament Director”, a small pop-up box appears.

3. Are you pleased with the progress so far?

The Client stated that he was pleased with the progress of the site thus far. The client did not indicate that they were concerned with the teams interpretation of the sites functionality, look or feel. The client noted that the team had not implemented match scores, which was not in scope during the project initiation phase.

6.2 Reflection

The Client's suggestions for improvement were noted by the team, and deemed achievable. The team was pleased that the client's suggestions for improvement were relatively minor, and did not incur significant structural changes during future development phases. Additionally, the team was pleased to hear that the client is satisfied with the site's progress so far.

As the client's availability will be increased from next semester, the team will engage the client on a more regular basis to ensure that new features are designed in a manner which develops the client's vision for his site.

7. Future Work

The second AGILE development phase has been a much more technical endeavour with a steeper learning curve than phase one.

The team will focus on site consistency and layout issues as part of client and customer quality assurance, and ideate ways to ensure quality control standards are applied throughout the final project phase.

8. References

Computer users Statement Sub-Image

<https://www.pexels.com/photo/two-people-holding-macbook-pro-1181275/>
pexels-photo-1181275.jpeg

Tennis Sub-Image 2

<https://www.pexels.com/photo/close-up-photo-of-person-holding-tennis-racket-and-ball-1432039/>
pexels-photo-1432039.jpeg

Tennis Sub-Image

<https://www.pexels.com/photo/man-lying-beside-on-green-tennis-balls-1103833/>
pexels-photo-1103833.jpeg

Project Background Sub-Image

<https://www.pexels.com/photo/action-adult-athlete-business-341003/>
pexels-photo-341003.jpeg

Header Image 2

<https://www.pexels.com/photo/photo-of-group-of-people-in-a-meeting-1661004/>
pexels-photo-1661004.jpeg

Header Image 3

<https://www.pexels.com/photo/computer-desk-electronics-keyboard-238118/>
pexels-photo-238118.jpeg

Header Image 4

<https://www.pexels.com/photo/ball-court-design-game-209977/>
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