Module 7

**Exercise 1**

From what we wrote in module 2 exercise 4 we have few points that are nonfunctional (or quality). We've got some stuff about making things clear. Like, we want a headline that grabs attention and tells people what's up, which is all about clarity. Then there's the visuals - they need to be on point, but we need clearer guidelines so everyone knows what's expected. When it comes to membership plans and pricing, we gotta break things down more so folks understand what they're getting into. Same goes for the "About us" section - it needs to be beefed up with more details so people really get what we're about. And of course, privacy and security are super important. We need to make sure people's info is safe, which is a big deal for us.

Here is a bit of updates:

**user stories we had ;**

**Brukerhistorier**

1. Som en bruker så ønsker jeg en bra overskrift som forteller hva oppgaven / prosjektet handler om

2. Som et medlem så ønsker jeg å kunne se hvordan bygget ser ut og de ulike område

3. Jeg vil se på de ulike medlemskapene og hva jeg får fra det medlemskapet jeg velger

4. Jeg vil også ville se hva jeg bygget har sånn at jeg kan besøke de ulike stedene

5. Hvis jeg skal planlegge en reise til og fra så vil jeg se hvor jeg kan offentlig transport

6. Hvis jeg får problemer eller vil kontakte noen så vil jeg se hva jeg kan kontakte

7. Jeg vil også vite hva co-working området står fordi det kan være nytte for meg

8. Som bruker vil jeg kanskje bruke telefonen eller andre enheter, så det skal kunne bli vist korrekt

9. Som et medlem så vil jeg vite at min informasjon ligger på trygge hender

10. Jeg vil ha en visuell representasjon av hvordan bygget er strukturert

11. Som et medlem så ønsker jeg å kunne reservere tilgjengelige skrivebord og kontorer. Jeg vil også ha en bekreftelse på at søknaden min har gått gjennom.

Updated with new user stories ( added in our github) :

12. Som bruker ønsker jeg at nettsiden for capstone-prosjektet skal ha intuitiv navigasjon og tydelige visuelle signaler, slik at det blir enkelt å bruke og

13. Som bruker ønsker jeg at nettsiden for capstone-prosjektet skal implementere sikre påloggingsmekanismer og datakrypteringsprotokoller, slik at konfidensialiteten og integriteten til mine personopplysninger blir ivaretatt.

The fun non-functional (or quality) requirement ;

User Story 8: "Som bruker vil jeg kanskje bruke telefonen eller andre enheter, så det skal kunne bli vist korrekt."

User Story 9: "Som et medlem så vil jeg vite at min informasjon ligger på trygge hender."

User Story 1: "Som en bruker så ønsker jeg en bra overskrift som forteller hva oppgaven / prosjektet handler om."

User Story 2: "Som et medlem så ønsker jeg å kunne se hvordan bygget ser ut og de ulike område."

User Story 3: "Jeg vil se på de ulike medlemskapene og hva jeg får fra det medlemskapet jeg velger."

User Story 4: "Jeg vil også ville se hva jeg bygget har sånn at jeg kan besøke de ulike stedene."

User Story 5: "Hvis jeg skal planlegge en reise til og fra så vil jeg se hvor jeg kan offentlig transport."

User Story 6: "Hvis jeg får problemer eller vil kontakte noen så vil jeg se hva jeg kan kontakte."

User Story 7: "Jeg vil også vite hva co-working området står fordi det kan være nytte for meg."

User Story 10: "Jeg vil ha en visuell representasjon av hvordan bygget er strukturert."

User Story 11: "Som et medlem så ønsker jeg å kunne reservere tilgjengelige skrivebord og kontorer. Jeg vil også ha en bekreftelse på at søknaden min har gått gjennom."

Exercise 2

**Test Plan**

**Project Name: [USN Cowork Landin page]**

**Test Plan Title: [Co-Working Space Platform Test Plan]**

**Document Version: [v1.0]**

**Date Created: [20-03-2024]**

**Last Updated: [20-03-2024]**

**Document Owner: [Group 16]**

**Contact Information: [Canvas ]**

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| **Aspect** | **Description** |
| Application Name | Coworking Space Management App |
| Testing Strategy | Combination of strategies. First being an iterative testing where we try test cases and scenarios, we note problems or defects then improve our method or test cases based on the identified issues and repeat testing multiple times until the level of quality is reached or until no problems are found. |
| Testing Techniques | Functional Testing, Regression Testing, Usability Testing, Performance Testing, Security Testing |
| Testing Levels | Unit Testing, Integration Testing, System Testing, Acceptance Testing |
| Testing Approach for Non-functional Requirements | Conduct performance testing to ensure the system meets response time requirements, security testing to validate the protection of user information, and usability testing to ensure the platform is intuitive and easy to navigate. |
| Test Success Criteria | All critical functionalities work without errors, response time meets specified requirements, security vulnerabilities are addressed, and the platform meets usability standards. |
| Test Environment | Combination of staging and production-like environments to simulate real-world usage scenarios. Use various devices and browsers for compatibility testing. |

Exercise 3

**Usability Test Plan**

**Project Name: [USN Coworking Landing page]**

**Test Plan Title: [Usability Evaluation]**

**Document Version: [1.0]**

**Date Created: [25.03.2024]**

**Last Updated: [05.04.2024]**

**Document Owner: [Group 16]**

**Contact Information: [Canvas]**

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| **Aspect** | **Description** |
| Test objectives | Objective 1: Assess the user experience and usability of the USNStart coworking space management app.  Objective 2: Gather feedback from users to identify areas for improvement and enhancement. |
| Scope | This usability test aims to evaluate various aspects of the USNStart app, including its user interface, navigation flow, and overall user experience.  The evaluation will focus on functionalities such as booking coworking spaces, accessing information about amenities and membership options, and interacting with customer support services.  The scope also encompasses identifying any usability issues or challenges users may encounter while interacting with the app. |
| Participants | The test will involve recruiting five participants who represent the app's target user demographics, including freelancers, remote workers, and small business owners.  Participants will be selected based on their familiarity with coworking spaces and their ability to provide valuable feedback on the app's usability. |
| Test procedure | Participants will be introduced to the USNStart app and guided through its basic functionalities before proceeding with the test tasks.  Each participant will complete a series of predefined tasks designed to assess different aspects of the app's usability and user experience. |
| Tasks | Task 1: Log in to the app and update profile information as needed.  Task 2: Navigate through the app to find and book a coworking space for a specified date and time.  Task 3: Explore the app to locate information about available meeting room sizes and amenities.  Task 4: Share feedback on a recent experience using the coworking space.  Task 5: Use the app to contact customer support and inquire about membership options or resolve any issues encountered. |
| Post-test questions | Rate your overall satisfaction with the app's usability on a scale of 1 to 5.  Describe any difficulties or challenges you encountered while completing the assigned tasks.  Identify specific features or aspects of the app's interface that you found particularly intuitive or user-friendly.  Highlight any features or functionalities that you found confusing or difficult to use.  Provide suggestions for improving the app's usability or user experience based on your testing experience.  Report any technical issues or bugs encountered during your interaction with the app. |
| Test Environment | Devices: iOS and Android smartphones and tablets.  Operating Systems: Latest versions of iOS and Android.  Location: Usability testing lab with controlled conditions to ensure consistency and reliability.  Moderator: Assigned moderator to facilitate the testing process and address any participant inquiries.  Observers: List of individuals tasked with observing the testing sessions and documenting participant feedback.  App Version: Specify the version of the app being tested to ensure accuracy and consistency.  Recording and Analysis Tools: Utilize screen recording software and usability testing tools to capture participant interactions and analyze test results. |

**Usability Test Report Template**

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| Test objectives | Objective 1: Assess the user experience and usability of the USNStart coworking space management app.  Objective 2: Gather feedback from users to identify areas for improvement and enhancement. |
| Participants | User 1 Profile: Freelancer, familiar with coworking spaces, proficient in using mobile apps.  User 2 Profile: Remote worker, small business owner, experienced in using similar management apps. |
| Test result | Task 1: Participants successfully logged in and updated their profile information without encountering any issues.  Task 2: Participants navigated through the app, found available coworking spaces, and booked one for a specific date and time.  Task 3: Participants easily located information about meeting room sizes and amenities.  Task 4: Participants provided valuable feedback on their recent coworking space experiences.  Task 5: Participants contacted customer support to inquire about membership options and received prompt assistance. |
| Key findings | Positive Observations: Smooth navigation, intuitive interface, responsive customer support.  Areas for Improvement: Adding filter options for amenities, incorporating a rating system for coworking spaces, and including an FAQ section. |
| Additional insight | Based on the feedback received, implementing the suggested improvements can enhance the overall usability and user experience of the USNStart coworking space management app. |

SCRUM UPDATED, CHECK OUT PROJECT IN GITHUB