| **Product success criteria** | **Details & Reasoning** | **Testing methods** |
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| Function:   1. **All needed functionality has been implemented into the website** | How to determine what is needed? Of course, by asking potential users. What would they wish there to be?  Users need to be able to:   * view scheduled “activities” on a calendar * read details about “activities”, look at pictures of them, download files… * search for specific “activities” * read about various student groups * give feedback | Give the prototype website to 30 people to test it. They shouldn’t have been previously exposed to it and shouldn’t have any information on it besides the minimum.  I will give them a form to fill out where they will write their opinions on all criteria to which this testing method applies. |
| 1. **Website administrators can edit all website “activites” as they wish** | Can admins truly edit everything to their wish? To what extent?  Administrators need to be able to:   * login * add, delete, edit information about activities from the previous criteria |
| Usage:   1. **The UI/UX is considered well-made by at least 50% of testers** | Younger audiences especially appreciate websites that don’t look old-fashioned. This improves the sense of reliability of the content in the users' eyes and creates enthusiasm for using it. By well-made I mean aesthetically pleasing and intuitive to use. |
| 1. **At least 50 people become users** | This shows that the product advertised itself successfully and is considered useful by people. | Simply look at how active my website is when writing the report. Are there at least 50 people visiting? |
| Cost:   1. **The website is free to maintain** | Website domain names, servers, etc. need to be rented which usually comes with a small fee. Maybe I can find ways to host my website somewhere free by asking other people who already have a website to let me host mine there as a subpage. | Have I found a free place to host everything my website needs? |