# Release Testing

#### Strategy Overview

The app is being made for the public; therefore, it is important that users of all ages and technological understanding can use the app. Throughout the development process we will communicate with our client, ensuring that he is happy with the setup. When we have a working app, it will be very beneficial to us to get some additional feedback from other people. To assess the experience of our app from a range of perspectives we aim to get people from a variety of age groups to try the app. As discussed in our development testing section, we will use Expo to show our app to our client and the people around us. For more formal beta testing we will use Apple’s development app, TestFlight, which will allow iPhone users to try out our app and send feedback to us directly through TestFlight. For Android users, Expo has a publish feature than allows us to email links out and with the expo app they can simulate our app on their phones.

An important use of the app will be to better allow doctors and patients to identify a particular mole on the patient’s body. Our client will be able to introduce the app to some of his patients which will allow us to see how our app helps them. We would like to have some users try the app out for an extended period and measure how well the app works long term. We will look for details like how well the app encourages users to take periodic photographs and how easy it is to return to the app when updated photographs need to be taken, a month later.

#### Core User Story

The core user story we have chosen for this test table is as follows:

“*As a member of the public, I want to be faced with an easy-to-use interface so that I can easily navigate my way around the app and have the option to get help if I come across a page I do not understand how to navigate.”*

We picked this user story because it includes the ease-of-use requirement that is so important to our client. When developing our app, it is important that we remain aware of the range of people’s confidence when using apps and mobile phones in general. In summary, we need to create pages that contain all the required functionality in the simplest format.

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| Test | Explanation |
| A new user has just downloaded the app. The first time they open the app they will be shown the welcome screen. | The welcome page gives the user a quick introduction the app and directs them towards a couple starting points, the user information section, and the photo page. This welcome page will only show up once and after the user presses continue, it will not show again. We think this is beneficial because it will enable the user to begin to monitor their moles quickly and correctly. |
| In the top right-hand corner of each page of the app there is a button labelled with a question mark (grey_question). Pressing this button once will reveal the helper information. | There could be months in-between the user needing to use the app. Therefore, if the user forgets how to use any of the features, they can see the explanations to remind themselves.  *Note: There are some additional guidance screens that have been added where more information is required than can be fit in a pop-up box. These pages therefore do not have the help button.* |
| The pages of the app should be split up to ensure that none of the pages are overly cluttered. Each page should have a specific function. | Examples of the function of some pages would be:   * The home page: this aims to give the user snippets of key information. This includes: the link to the SCaRF charity page and the link to their donation page. It also shows the user the countdown (in number of days) until they need to take updated photographs for each of their mole entries. * The camera page: the function of this page is to allow the user to take a picture of their mole/lesion. It should have a button that takes a picture, a button to show and hide the ghost photograph, the back button, the camera flip button and the help button. |