CS 192 Software Engineering II
Alpha Testing Checklist

Tester's Name:		**Testing Date:**	
Project Name:	**UP Scholarship Management System**	**Project ID:** (if applicable)	
Developer's Name:	Juntado, Regarde, Villarin		

This checklist is to be used to assess if alpha testing goals have been achieved. There are two categories of goals. One is the functional goals and the other is the usability goals. Functional goals are the target features of the software that should have been built during the sprints. They are based on user acceptance criteria identified. Usability goals are used to test how usable the user interface of the application.

Target Audience: CS 192 Classmates

Instructions: Place a check mark inside the appropriate box to indicate if the software complies with the criteria. If it does not comply, and place a comment on its non-compliance.

Functional Goals:

User Acceptance Criteria	Compliance		Remarks
	Yes	No	
Application Monitoring			
Admin should be able to accept applications			
Admin should be able to reject applications			
Student should be able to apply for a scholarship			
Signatory should be able to return an application			
Signatory should be able to forward an application			
Student should be able to view his scholarship status			
Admin should be able to monitor applications			
Scholarship Management			
Admin should be able to add a scholarship			
Admin should be able to edit a scholarship			
Admin should be able to define signatories			
Account Management			
User should be able to login			
Admin should be able to add a user account			
Admin should be able to delete a user account			
Admin should be able to edit a user account			
Student should be able to edit his/her profile			

Tester's Comments:

Usability Goals[1]:
This is the System Usability Scale (SUS) used to measure users' perceived usability of a product or system. It is highly reliable (.91). Mark the most appropriate box that shows how much you agree with the statement.

System Usability Scale Standard Version	Strongly Disagree				Strongly Agree
	1	2	3	4	5
1. I think that I would like to use this system.					
2. I found the system unnecessarily complex.					
3. I thought the system was easy to use.					
4. I think that I would need the support of a technical person to be able to use this system					
5. I found the various functions in the system were well integrated.					
6. I thought there was too much inconsistency in this system.					
7. I would image that most people would learn to use this system very quickly.					
8. I found the system very cumbersome to use.					
9. I felt very confident using the system.					
10. I needed to learn a lot of things before I could get going with this system.					

Computation of SUS Score:
For odd items: subtract one from the user response.

- For odd items: subtract one from the user response.
- For even items: subtract the user response from 5.
- This scales all values from 0-4 (with 4 being the most positive response).
- Add up the converted responses for each user and multiply that total to 2.5. This converts the range of possible values from 0 to 100 instead of from 0-40.

SUS Score: _____

Tester's Comments:

[1] http://chaione.com/ux-research-standardizing-usability-questionnaires/