20 Q’s

* What features you plan to beta test: The Nao’s ability to reach the chosen animal given correct responses to its questions.
* Who will do the beta test: The visiting Middle Schoolers on Feb. 10th.
* How long will the beta test last: Approximately 5 minutes.
* The goals of the beta test: Determine the basic capability of the program and identify areas in need of repair.
* What you expect your beta testers to do : Play the 20Questions game and answer truthfully.
  + If you have specific instructions for your beta testers, include those
* What information you plan to collect from your beta testers: How they think the program functioned and any suggestion they might have.
* How you plan to collect information from your beta testers: I will ask questions in person during the beta test.
  + If you have questions and surveys you plan to use, include those: What do you think? Do you have any ideas of how we could make it better?
* How you plan to analyze the data: Discuss the results with teammates and determine action items.

Math Operations

* What features you plan to beta test
  + NAO’s ability to identify the correct numbers during dialogue
  + Normal design flow and functionality
* Who will do the beta test
  + Developer for the design testing
  + Team members for Alpha testing
  + School instructor for initial BETA testing
  + Small sample of children for BETA testing
* How long will the beta test last:
  + Instructor will test for few challenges in order to get a feeling for the game.
  + One hour which would allow for a group of 4-6 children to be presented with 5-10 challenges
* The goals of the beta test
  + Improve product quality by finding and fixing bugs
  + Better determine NAO’s capabilities and limitations
* What you expect your beta testers to do
  + If you have specific instructions for your beta testers, include those
    - Instructions:
      * “I want you to play with NAO. NAO recently has learned math operation and he loves to play math games. His favorite game is to ask people a math question and see if they can solve it. Please pay attention to NAO’s instruction and have fun playing together”
    - I expect beta tester to:
      * Follow NAO’s instructions
      * Allow NAO enough time after he finishes a sentence and then provide an answer
      * Have fun
* What information you plan to collect from your beta testers
  + I want to record their reaction:
    - If they enjoy it then the project is worth pursuing and additional games can be developed.
    - If a negative reaction is perceived a new approach needs to be identified and a new math operation game needs to be designed.
* How you plan to collect information from your beta testers
  + If you have questions and surveys you plan to use, include those
    - The information collection will be done by observing the interactions between the children and NAO.
    - Additional question such as: “What other math games do you want NAO to learn?” will be asked.
* How you plan to analyze the data
  + Received feedback and new ideas will be analyzing in the next SPRINT review
  + Additional PBI will be created based on feedback