**Release Testing**

As our website designed for students between 11-16 age group, we want to make it straightforward and efficient for learning coding. The website is tested by collecting feedback from secondary students. During the process of the project meetings are arranged with client to get advice and ensure the developments are correct and satisfactory.

**Core User Story**

“As a student I want a website to be straightforward to understand and use a wide range of code blocks for having a good coding experience.”

Mostly students will be the users of the website because the main goal of the Drone Control project is teaching coding to students. Therefore, we have chosen this user story to test if our website is convenient.

**Release Testing Table**

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| Test | Explanation |
| As a new student who visits the website for the first time, understand how website works. | The helper pop-up gives a user a quick explanation about how the website features work. This provides user to understand website without spending too much time on it. |
| As a student, use code blocks to make meaningful code pieces which integrates with drone simulator. | To make the website more efficient and enjoyable for learning coding, we thought it is a good idea to add shapes on the simulator as a target point. User will create code piece with draggable code blocks and load their code with “load code” button to achieve these targets. Drone simulator will move according to the code. When their code is correct, shapes will change their colour from red to green. |
| As a student, save the code and upload it back for future changes. | The “save” button provides a chance to users saving their code blocks as a file in their personal computer. Then, upload back their code blocks to the website with “upload” button. So that, the users can modify their codes and keep their previous codes. |
| As a student, keep my data on the page. | The data on the page will be saved and can be visible if the user leave or refresh the page. |