Individual Testing report

Testing Feature: Ability to vote in multiple elections seamlessly.

On Branch: feature-MultipleElections

Reason:

Having had issues integrating the Coded UI tests into my programs setup, the second best thing I could provide was having users evaluate my feature through usage tests.

This is important because if people found it difficult to be able to vote in multiple elections, then it wouldn’t be worth upgrading the base application with these features.

Testing:

To prove this feature worked initially, I made some unit tests on the branch.

To test it against the UI (the most important part for this report), I did some simple user experience tests as seen below (and tried acceptance testing via coded UI tests).

I provided this test to some users and had them answer 6 questions following the task below.

The task were given as:

1. Login as User:

* Username: Robin
* Password: password

1. Vote for Sam on first voting screen.
2. Vote for Joe on the second voting screen
3. Vote for Michael on the final voting screen
4. Change your vote for Sam to Mike on the first voting screen
5. Confirm your vote
6. Exit the program.

The questionnaire contained the following questions:

1. Would you consider using this application in the future?
2. Logging in was simple and intuitive.
3. The explanation screen was useful.
4. The Elections were easy to understand.
5. Voting on each election was smoothly transition
6. It was easy to leave the application.

The results were:

1: 2 strongly agree, 2 agree.

2: 1 strongly agree, 3 strongly agree

3: 1 agree, 2 disagree, 1 strongly disagree

4: 3 strongly agree, 1 agree

5: 4 strongly agree

6: 4 agree

The results from handing this questionnaire out to 4 users gave out similar statistics to the original evaluation report on the questions originally belonging to the evaluation report, this is expected as the UI is quite similar to the original layout. Though the results for my own custom questions for 4 and 5 seem to indicate that this feature has seamlessly integrated into the original UI.