Testing Post-Mortem

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Testing Methodology

Phases

To assist my overall project testing was conducted throughout the entire process during design, development and finalisation. Due to this the document is split into those three sections

Testing Format

First impressions unguided – mostly undocumented

App purpose and functionality explained, allow users free range of the app and collect comments

Show something or ask a guiding question and receive feedback

Review Format

Point out feedback and comment on it

Show changes made

Aneesa Raza (3)

More nights for correction

Nice background dark theme

Remove create plan at bottom of planning view

Enter field for sleep length and correction period if the options are not good?

Lewis Gray

Make alarm

Don’t make picnic

Remove the form to make the color scheme consistent

Lock your screen – when you are lying in bed on your side you don’t want it to turn away from your facing

Patrick Robinson

1 day plan pls

Formatting of text, make headers bold

Remove the form greyness

Fix light mode main view list coloring

Move the list down – lewis

Create a plan header

App icon easter egg change color

Timezone selection

For people who use it from a different country for a few days (travelling?) and want to keep their sleep schedule from home

Tutorial (move to finalised)

Sam Stamp

Sam Crockett

Remove one of the add buttons

Add an alarm and allow us to select sounds

“Your app isn’t very big but you basically did everything that you did perfectly”

Development Testing

Once design testing was complete and documentation was finalised the project focus shifted to the practical coding of the app with SwiftUI. For development testing a much larger sample of tests were conducted, as this is an important time for feedback to have a positive effect on the project before mistakes can be made and build upon.

There is a gap in time between the last test from the design section into the first test of the development phase as the app was missing necessary functionality for users to actually have something new to test rather than just giving feedback on the design again.

Tester 3