**Testing** – Jordan Uhe (note: I do not partially like how I worded the first paragraph, I will rewrite it later)

This Project will be split into inhouse testing and community testing.

The inhouse testing will further be split into developer testing and functionality testing. The developer testing will be as each feature or stage of the program is added, every part which interacts with it will be tested to ensure no bugs and errors appear and that the program is being built towards the intended direction. The functionality testing will be conducted by the non-programming/developer members of the group, they will test to see if the program actually works as intended and is intuitive for them to use, they will suggest any changes which appear to be needed in the to the interface such as changing the position of information and buttons and the removing and adding of them, as well as any visual and auditory changes needed to make the program more enjoyable to use so that the program can be improved.

If it is functional and intuitive for developers to use then the community testing will start, the testing is meant to see if people without any in-depth idea of how the program functions can operate the program without much hassle, for a program as small as what we are making, most people with experience with computers should be able to operate it without a step by step guide, because it is know that most people don’t read the manual anyway. It is called community testing because we will be using members from our friend and family groups because the program is meant to be useable for all genders and ages, so family members will cover the targeted demographics. The community testing group only needs to consist of 5-10 people, which we will monitor when they use the program to see what they intuitively want to do, and we will ask them at the end for feedback about what they find annoying with the program, what they like, suggestions, and would they use it, this is a small selection of the possible questions we will ask.

**Scope and Limits** – Jordan Uhe (note: I do not like how the whole piece flows; I will make changes to it later)

The core function of this program is to check if a website has been updated and notify the user. Therefore, the first major Goal of the project to is implement a basic version of the desired final project which covers the core of checking if a website has been updated and then making a notification pop up on the computer.

To do this we will first design a non-functional mock-up of what is to be the final product and from that all features, but the core will be removed so that what is built to achieve the first major checkpoint is completely functional without any broken parts and could be a final product even if it does not include all promised functionality, but still has room to have more features implemented without a major redesign.

The second major feature would be more notification methods, such as text message and email.

The third major feature would be an improvement on how the app checks if a website has been updated, with instead of checking the whole website for a change a singular change or variable can be specified.

The fourth and final planned major feature would be the inclusion of a premium subscription option which can have the website checker run remotely on the cloud, so that the person does not have to have the computer on to be updated.

At this point our 4 versions timeline is only a guide to what and when something would be implemented, how the program gets improved will most likely be affected by how the users react to the program in the testing phase.

(Picture design > Website checker > More available methods to send notification. > More detailed website checks > Ability to run the website checker remotely on a server.)