



THOMPSON RIVERS UNIVERSITY

SENG 3210 - Applied Software Engineering

VoxChoice - Deliverable #3

Landon McKay (T00576244)

Junpeng Jiang (T00657653)

Marcus Hoang (T00646542)

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1 Test Plan

The following is a brief description of the test plan generated for the VoxChoice voting application. For a more detailed test plan with descriptions, preconditions, postconditions and running steps see “./VoxChoice Testing Plan.pdf”.

Test case ID	Title	Event Type
TC_01	Verify that users can securely access the platform from remote locations using appropriate authentication protocols.	System
TC_02	Test the functionality for instructors to efficiently manage discussion topics, including the ability to create, edit, and delete topics as needed.	Business
TC_03	Test the system's capability to provide instructors with a real-time dashboard, presenting essential metrics, updates, and insights relevant to their roles and responsibilities.	System
TC_04	Verifying VoxChoice Application Meets Expected Performance Standards for Responsiveness, Speed, and Resource Efficiency Typical of Mobile Applications.	System
TC_05	Ensuring VoxChoice Implements Robust Data Protection Measures, Including User Authentication and Privacy Mechanisms, to Prevent Unauthorized Access, Modification, or Misuse.	System
TC_06	Ensuring VoxChoice Supports Multiple Simultaneous Polls with Varied Characteristics.	System
TC_07	Assessing VoxChoice's Intuitive Design for Accessibility Across Diverse User Groups.	Business
TC_08	Testing VoxChoice's Speed and Responsiveness Across Different Devices for Efficient Poll Updates.	System
TC_09	Ensuring Continuous Availability of VoxChoice Throughout the Trip Without Downtime or Issues.	System

2 Team Work

2.1 Meeting 1

Time: February 15, 2024

Agenda: Brainstorming, Distribution of First Tasks

Team Member	Previous Task	Completion State	Next Task
Landon McKay	N/A	-	Problem definition and objectives
Marcus Hoang	N/A	-	Introduction and non-functional requirements
Junpeng Jiang	N/A	-	Functions and constraints

Lessons Learned: Since this was the teams first meeting and no previous tasks were assigned, the lessons learned were fairly basic. During the meeting itself the team began brainstorming and distributing tasks and through that, learned about various software development processes and how the plan-driven waterfall method will work better for the project than Agile since all of the requirements can be determined from the beginning through the project documents.

Next Meeting: Progress check and discuss potential directions for the UI design.

2.2 Meeting 2

Time: February 17, 2024

Agenda: Initial Design Development

Team Member	Previous Task	Completion State	Next Task
Landon McKay	Problem definition and objectives	100%	Initial design of the log in UI
Marcus Hoang	Introduction and non-functional requirements	100%	Initial design of the administrators UI
Junpeng Jiang	Functions and constraints	100%	Initial design of the voters UI

Lessons Learned: During this meeting cycle, the team learned and developed skills required to define a software development problem, objectives, and the functional requirements while following the Waterfall software development methodology.

Next Meeting: Progress check and discuss implementation of program functionalities.

2.3 Meeting 3

Time: March 3, 2024

Agenda: Assign tasks and define software components and interfaces

Team Member	Previous Task	Completion State	Next Task
Landon McKay	Initial design of the log in UI	90%	Design solution 1
Marcus Hoang	Initial design of the administrators UI	100%	Design solution 2
Junpeng Jiang	Initial design of the voters UI	100%	Determine solution evaluation criteria and create decision matrix

Lessons Learned: Since the last meeting, the team learned how to use XML for UI design in Android Studio in a way that facilitates the satisfaction of project requirements. The team also learned basic development of unit tests to verify the basicUI functionality.

Next Meeting: Distribute tasks required to implement component functionality.

2.4 Meeting 4

Time: March 3, 2024

Agenda: Task assignment and connect database to application.

Team Member	Previous Task	Completion State	Next Task
Landon McKay	Design solution 1	100%	Implementation of AWS database and log-in functionality
Marcus Hoang	Design solution 2	100%	Implementation of admin poll management and dashboard
Junpeng Jiang	Determine solution evaluation criteria and create decision matrix	100%	Basic functionality of voting feature

Lessons Learned: Solution development skills built upon and how to determine decision and acceptance criteria.

Next Meeting: Progress check and discuss what each team member learned through their respective tasks.

2.5 Meeting 4

Time: March 13, 2024

Agenda: Discuss migration of AWS Amplify to Firebase and test case development

Team Member	Previous Task	Completion State	Next Task
Landon McKay	Implementation of AWS database and log-in functionality	70%	Migrate AWS Amplify database connection to Google Firebase
Marcus Hoang	Implementation of admin poll management and dashboard	100%	Connect admin component to Firebase
Junpeng Jiang	Basic functionality of voting feature	100%	Connect voter component to Firebase

Lessons Learned: The major lesson learned was the importance of researching what tools should be used prior to implementing. Landon began to connect the application to an AWS Amplify database, which proved to be significantly more difficult than Firebase when it comes to integration with Android Studio.

Next Meeting: Test case development for the components.