A formal set of user acceptance criteria, with rationale to support its derivation and methods employed.

In Agile, **acceptance criteria** refers to a set of predefined **requirements** that must be met in order to mark a **user** story complete. ... In agile methodologies, **acceptance criteria** refers to a set of predefined **requirements** that must be met in order to mark a **user** story complete.

# User acceptance

From the user requirements we managed to get the user acceptance criteria, this is what the program/system must have for the user to be happy with the end product.

The set of user acceptance criteria we have for the system are:

* Current website design must be updated. Yes or no?
* New website must improve and simplify user experience. Have a survey and ask current customers to answer.
* The new website must have an ordering system so that customers can order food. Does it work?
* The system must store user information for example by having accounts. Does user information get stored?
* Customers must be able to view their current and previous orders on their account. Can users see their orders?
* Website must be usable or a desktop or mobile device. Just test if works
* The design of the website must have the company TypeFace and Colour Scheme. Does it do it?
* Must allow customers to make online methods of payment. Does it work?

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| System Requirements | How were going to test it? | Why? |
| Update website design | Yes, or no? | This does not require a test because you can easily identify if the website has been updated. |
| Include company TypeFace and Colour Scheme | Yes, or no? | This does not require a test because you can see if we have implemented the FaceType and Colour Scheme to the website |
| Simplify user experience | We will create a survey and ask current customers to take the survey and answer it, this survey will have questions about if the user experience has become simpler. | We have chosen to test it with a survey because it allows us to get feedback from current customers. |
| Improve user experience | We will create a survey and ask current customers to take the survey and answer it, this survey will have questions about if the user experience has been improved. | We have chosen to test it with a survey because it allows us to get feedback from current customers. |
| Food ordering system | We will test this by making test orders and test every product to make sure they can be purchased using the ordering system. | We have chosen this method because it is simple and can be done during the development process. |
| Store customer details | We will test this by adding fake customer information such as email, name, etc and see if it works. | This method has been chosen because it can be done during the development phase. |
| Users can create accounts | We will test this by adding fake customer information to make a fake account. | This method has been chosen because it can be done during the development phase. |
| Users can view previous orders | We will test this by making an account and make fake purchases to see if they appear on the previous orders section. | This will be tested this way because it can be done quickly and will show if this works or not. |
| Website usable on computer and mobile phone | We will test this by accessing the website on computer using multiple browsers and do the same but on mobile | We chose this method of testing because it will allow us to see if it works or not. |
| Allow online payment methods | We will make a purchase using all the online methods the website will have. | We chose this method of testing because it lets us see if the purchase has been made and if the payment has been processed and how long it takes to process. |