**A summary of what acceptance testing you did and a description of what kinds of bugs, if any, your acceptance testing enabled you to find (1 page)**

The goal of acceptance testing for XP cycle one was multi-faceted. One of the goals was to make sure that all application processes functioned properly with no errors so we created a number of multiple step test scenarios that mirrored the functionality of the application. This was to ensure that all of the functionality that was wanting to be delivered was tested again on a integration level instead of only on a unit testing level. The secondary goal was to get feedback from a subset of possible users to gain acceptance at the functionality, usability, and design of our application. For XP cycle week 1, these users were not the client that assigned us functionality requirements but possible users of a completed application. Both of these goals were accomplished and many improvements to the application and further increases in functionality will be able to be made based on feedback from this acceptance testing.

For this cycle of acceptance testing, five scenarios were provided to each user participating in the acceptance testing. These users performed each of the five scenarios, documented the performance of each of these scenarios, and supplied comments based on the scenarios about functionality, usability, and design. Within XP cycle 1, there are five main scenarios that need to be tested. The first scenario was for the user to create a user account. The second scenario was for the user to load the homepage a log-in to their user account. The third scenario was for the user to create a job using the “Create a Job” screen that appears after a user logs into their account. The fourth scenario is for the user to load the “Display Jobs” screen by pressing the button the appears in the “Create a Job” screen. The last scenario is for the user to “Pick a Job” from the “Display Jobs” screen.

As discussed previously, the primary goal of testing the five testing scenarios is to confirm functionality, to document errors not discovered in unit testing, and to confirm errors found in unit testing. Four of the five scenarios passed as expected with results appearing in the Acceptance Testing - XP Cycle 1 spreadsheet provided elsewhere in this group of files. All four of these scenarios were unit test cases in the Unit Testing for XP cycle 1 and the results from the Acceptance Testing confirmed these results. The last scenario results in the web page crashing with a “This site can’t be reached” error. The expected result was for the “Picked Job” to be assigned to the user.

The secondary goal of acceptance testing was to receive feedback from potential users about the functionality of the application, usability, and design in order to build a better application that meets the needs of the users and to ensure that the design decisions that were made conform to expected functionality. For acceptance testing - XP cycle 1, two potential users were selected to perform each of the five scenarios and to give comments about each scenario. Comments on the first scenario included a better designed account creation page as well as for the account creation page to be separated from the login screen as it may confuse some users. Otherwise the account creation and login area of the website is straight-forward and well put together. One of the comments that was repeated for multiple scenarios was to spend more time on developing the display of each of the screens to make them more visually appealing. Users also requested that a logout button appears on each of the screens after the user is already logged in (“Create Job” screen and “Pick A Job” screen). For scenario 3, both users requested for more options be added for “Repair Type”. The current options don’t allow for a wide variety during job creation.