SCOPES AND LIMITATIONS

The voyage project is as mentioned before “…a web and phone app that brings everything into one place”, It’s about being a “one-stop-shop” app for holiday planning. This is the core of what the project aims to achieve, to be able perform the many individual aspects of planning a holiday that you would do with many different individual apps except you would be able to have to all those functions on the one app plus a few extra features. The ‘extra features ‘are not a core aspect of what voyage is as they are only there to further distinguish the app from competitors. This combined with the fact that we have limited time to work on this project, we will only be working on developing certain aspects of the main features ‘travel planner’ and ‘itinerary’ in order to show a working proof-of-concept. Having said this, we will not be working on the following features; Data storage security, Hidden gems map, wish list, Travel profile and journal, Business profile, blog, copycat travel plan feature, translator and the augmented reality translator. We will be working on the ‘travel planner’ feature but there will be parts that won’t be implemented such in the “pick your destination” part of the travel planner, you won’t be able to link you travel profile, because this feature isn’t being worked, but you will still be able to fill out the questionnaire that helps determine your destination or use the simple random select feature. The ‘pick a date’ feature will remain unchanged. The features ‘find flights’, ’find accommodation’, ’Plan activities’ and ‘find transportation’ will not be able to perform the tasks within the app as this will be done externally by different apps initially, this means they will be worked on the least. The ‘Pack’ feature will also remain unchanged as well as the entirety of the ‘itinerary’ feature. Working on project voyage this way is the most optimal way to work towards a proof-of-concept within these time constraints.

TESTING

Before we go into what we test we should first consider how many testers we will need, create a range for the number of testers we need. It’s important to set these targets because we don’t want to be overwhelmed with too much feedback but we also don’t want to have barely anyone giving us feedback. It is said that 150-200 is a good number of testers for medium sized projects (Jiang et al,2017, p.169). However, due to the small size of the project and the team, we might have to go on the lighter side of recruitment. With all this in mind, the optimal range for the number of testers we would need for this project would be 10-100.The next issue to address is the type of testers we would need. Naturally, the type of testers we would have to be similar to the target audience of this app and the target audience are people in their early 20’s. Then we have to figure out how do we recruit these types of people to be testers for our app? Easy, we advertise in a place where there lots of people in their early 20’s. Where are there lots of people in their early 20’s? University or RMIT to be specific. We would advertise for university students to be testers by putting up flyers all over the areas of RMIT where there is heavy foot traffic and on the flyers would be a QR code to scan for the app to download and it would say something on it along the lines of “Test the voyage app to earn $10 ” or “Test the voyage app to enter into a chance to win a holiday to the Gold Coast ”.This should be good incentive for people to test the app and should ensure valid testing(Hull et al,2017). Next is the timeframe for testing, how long should testing go for? Ideally, you keep the testing until you’ve collected a sufficient amount of feedback but you don’t want to be testing indefinitely(Fine,2002). Once again, due to the size of the project the best timeframe for testing would 1-3 months but we would allow it to go to 6 months if we didn’t have enough feedback by 3 months but no further than that. Finally, what exactly would we test and how. We would release a beta version of the app on google play and the app store for users to download. We would also implement a feature to report bugs and issues manually as well as in-built functions that detect bugs and technical issues and automatically reports them. This is how we would handle the technical aspect of the testing and as long as reports are kept under certain number, we will count it as successful. As for testing the voyage app as a whole we need remember what we claimed the app would do in our overview, which was to reduce stress from holiday planning and to be a one-stop-shop travel app. So, we’ll ask users to give us feedback explicitly relating to these aspects of the app. We will achieve this by implementing a pop-up feedback feature that would appear after a user has been on the app for a certain amount of time and performed certain actions on the app and would ask the user particular questions like “This app was simple to use” or “This app was more convenient to use than something like skyscanner or kayak”. Then it would ask to user answer by using a Likert scale (Figure.i).

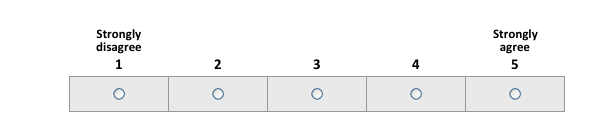


Figure i-Likert scale

Would record the number chosen by all users then calculate the average and median score given by the user and we would determine success to be that the average and/or median score is 3.5 or above.

Risks

There are always risks involved in any project whether it’s in construction or IT. However, when it comes to project ‘voyage’, there are very few risks. There are minor risks such the fact the programming languages we employ for the development of the website and app might be difficult to learn and understand but HTML,PHP,SQL and JavaScript are considered the easiest programming languages to learn and other languages like java aren’t as easy but they’re not that much harder to learn (Vineyard, 2020).Also, other tools we use like wordpress, are easy to use as well because it’s basically like wix.com. We also use adobe suite for graphic design but this will only be difficult to use if we want to make complex designs and we won’t be utilizing complex designs because the design philosophy for voyage is simplicity. Besides these risks the only specific major risk we can identify is data security. As mentioned, we will be using SQL which is basically a programming language used for communicating to databases. Why are we using databases? We’re using databases because as we mentioned before, we’re going to store sensitive user information such as passports, medical documents, credit card details etc. So, why is it so important to maintain the risk of a data breach? It’s important to maintain the risk of a data breach because of a few main reasons; to prevent significant financial damage to users caused by identity theft, to protect the reputation of the app/website and to prevent significant financial damage to the voyage company as the company will held liable if it can’t show that it followed the guidelines set out by the NDB scheme(Chapter 9: Data breach incidents, 2020) and would face a penalty of 10 million dollars(Australia’s privacy and consumer laws to be strengthened | Gilbert + Tobin Lawyers, 2020)

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