IT 484/584

Spring 2013

Beta Testing of Project

Each group will exchange the executable for the project, as well as any documentation necessary to run it, with one other group in the class. Also, if you have a user manual for your game, include that as well. This exchange must take place at or before class time on Friday, April 26.

The group pairings are as follows:

(Brian S., Candace, Wayne) and (Brian B., Travis, Phil, Joe)

(Robin, Saiket, Manish, Anjaneya) and (Russell, Chisomo, Lin, Matt)

(Tim M., Paul) and (Thomas, Khang, Kevin, Maheshbabu)

(Samin, Rashmi, Raunak) and (Sadeem, Nitesh, Hlao, Tim H.)

Don’t forget that you need to provide me with this material, as well. I will put up a D2L dropbox called “Beta Test” in case you wish to use it to get me your materials.

Results from your beta testing are due by noon on Monday, April 29. They are to be sent to the group whose project you are testing and to me. I will put up a D2L dropbox called “Beta Test Results” for this.

Your test results do not need to be formally written. (As beta testers you are acting as typical users.) You should, however, include an overview of the testing activities your group did, what problems (if any) you discovered during your testing, and any helpful suggestions you have for how the other group could improve their project.