

# Lab Evaluation Assignment 4 – System Evaluation and Agile Improvement

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## Course Outcome Evaluated

CO4: Ability to analyze and enhance existing software systems using agile methodologies

## Objective

To critically evaluate an existing software application based on measurable engagement metrics (Likes, Downloads, Usage), compare it with a similar application, and propose data-driven Agile-based improvements should be implemented in sprints.

## Tools & Resources Suggested

- Google Play Store / Apple App Store
- App review blogs (e.g., AppAnnie, TechRadar)
- Agile frameworks and documentation (e.g., Scrum Guide)

## Task Flow

### Step 1: Choose an Existing Software Application

Select a real-world application that solves a meaningful problem. Two different application of same domain ( eg: swiggy and Zomato)

Example:

- App Name: StudyBuddy
- Domain: Education
- Primary Features: Task planner, reminders, calendar sync
- Target Audience: High school and college students

### Step 2: Evaluate the Application Using Rubrics

Metric	Description	Value	Source
Likes	Average user rating	4.2/5 (30K ratings)	Google Play Store
Downloads	Number of installs	1M+	Play Store
Usage	Estimated daily	40,000	App review blog

active users

### Step 3: Compare With a Competing Application

Choose a similar competitor app for comparison.

Competitor App Example: LearnMaster

Metric	StudyBuddy	LearnMaster
Likes	4.2/5 (30K ratings)	4.6/5 (50K ratings)
Downloads	1M+	2M+
Usage	40,000 daily users	90,000 daily users

Observation Summary:

- LearnMaster has better daily usage due to gamified tracking and revision alerts
- StudyBuddy lacks features like quick notes and smart reminders

### Step 4: Agile-Based Improvement Suggestions ( give detailed explanation on how to improve using Agile )

Example:

Problem Identified	Agile-Based Improvement	Agile Concept Used
No fast note-taking option	Add "Quick Note" popup widget	User Story + Sprint 1
No personalized reminders	Smart AI-based reminder integration	Sprint 2 + Story Refining
Outdated user interface	Redesign dashboard with minimal UI	Design Sprint
No user engagement or rewards	Add badge system + progress tracker	Product Increment

### Submission Format

1. Introduction – Brief about the selected app
2. Metric Evaluation Table – With values and sources
3. Competitor Comparison – Table and insights
4. Agile-Based Improvement Table – With mapping to Agile practices
5. Conclusion – Reflections on what to prioritize and why

### **Marking Scheme (Total: 10 Marks)**

Component	Marks
App Selection and Introduction	1
Rubric Evaluation	2
Competitor Comparison and Insight	2
Agile-Based Improvements	3
Final Conclusion & Reflection	2