Frenemy Interaction

Teams will have an inbound and outbound interaction with other teams. Both teams are "frenemies" in that you should not reveal everything about yourself, but you should look for valuable feedback from them to improve your software project.

Feedback will be collected in two forms

1. **End User Feedback** - in this case your frenemy will appoint at least one person to provide feedback on your product. The person providing feedback will comment on the user experience, features and impression of the product. **You cannot be interactive in this phase.**   You should try to let the person speak without interruption and you cannot explain yourselves.   Practice canned responses like "Oh interesting" or "Tell us more" as opposed to anything revealing if you plan being present during the feedback. Your team must capture this information in a document. Make sure that you provide time and place information to verify how this was conducted.

2. **Peer Developer Feedback** - in this case your frenemy will appoint at least one person to provide developer thinking feedback on the product. This person will be more devil's advocate and look at the implementation (view source, devtools) as well as making informed observations about how you might have done things. **You can be interactive in this phase** and give the reviewer more information if you want more feedback. Your team must capture this information in a document. Make sure that you provide time and place information to verify how this was conducted.

Note: The end user and developer focused review must be two different individuals.

Once you have capture all this information from the frenemy teams your team should have a feedback review session . You should put a summary document indicating that details your acknowledgment of the feedback and you must make at least 1 issue to rectify before launch. If you feel inspired by the feedback you can do as many as you like, but we need to see proof that the feedback was collected and acted upon to complete the user testing requirement of the course.

Expected Time Commitment: 1hr per review (2hrs total - Zoom or in-person), 1 - 2hrs on the feedback meeting and note capture, Rectification variable depending on what is selected