|  |
| --- |
| Software Development Team |
| Let’s Quiz |
| Transition Phase Status Assessment |

|  |
| --- |
| Collin McKeahnie |

Contents

[1 Executive Summary iii](#_Toc527287600)

[2 Iteration Evaluation and Reporting iii](#_Toc527287601)

[2.1 Iteration 1 iii](#_Toc527287602)

[2.2 Iteration 2 iii](#_Toc527287603)

[2.3 Iteration 3 iii](#_Toc527287604)

[3 Discussion of Risks & Issues iv](#_Toc527287605)

[3.1 Inability to find beta testers iv](#_Toc527287606)

[3.2 Withdrawal of beta testers iv](#_Toc527287607)

[3.3 Feature requests vs issues iv](#_Toc527287608)

[4 Bugs and User Feedback v](#_Toc527287609)

# Executive Summary

The aim of the transition phase was to finalise beta testing and move Let’s Quiz into a production ready application. With this goal in mind we had a team of five beta testers, who were each asked to perform a series of scenarios and then comment on their success or failure and general experience with the application.

Overall our application was very well received with feedback coming in predominantly two forms. Firstly, were usability issues, these were mainly navigation type problems with users unsure how to navigate menus or unsure what certain buttons did. Regarding these issues the problem was clear, we had over the last year of development, become too familiar with the application and had failed to appreciate how it would look to someone who was entirely new to the app. Most of these problems were easy to fix, adding a simple visual queue to indicate to a user what was happening or what was expected of them was enough to satisfy the beta testers. The second type of feedback that almost all the testers gave was what we ultimately deemed feature requests”. While this type of feedback is incredibly useful in knowing what your users want and planning future development, we had to deem it out of scope for this stage of development.

Overall, we were wholly successful in this phase of development.

# Iteration Evaluation and Reporting

## Iteration 1

The primary goal for this iteration was to get the game and our testing survey out to our beta testers. We were incredibly lucky that our testers were very prompt in getting the survey results back to us which meant we could move on to stretch goal for this iteration, bug fixes.

Overall this iteration was a success.

## Iteration 2

The goal of iteration 2 was to finalise all our bug fixes with the aim to get the application back into the Play Store for our beta testers to be able to complete their second round of the survey and hopefully sign off on our fixes.

In this iteration we each had documentation goals as well, it is reasonable to say that none of these goals were met, primarily due to exam pressures.

## Iteration 3

Our final iteration for the semester. At this point we were still waiting for some of our beta testers to complete the survey and had to make contact to remind them. Aside from collating our survey results this iteration was focused on finalising our documentation and demonstration ready for handover.

This iteration was a success and we are all very proud of the final body of work we have submitted.

# Discussion of Risks & Issues

## Inability to find beta testers

In the previous phase of this semester we had discussed how and who would be our beta testers and had each found at least 2 people. As it turns out it is very easy for people to say they will do something for you but when it comes time for them to actually sit down and do it they may be less forthcoming.

In the end, of the 8 testers what volunteered, we had five that completed both rounds of testing for us.

## Withdrawal of beta testers

Again, people were more willing to say they would do something then to actually do it, in the end we did get back all of the second-round surveys, but we did have to hurry a few people up.

## Feature requests vs issues

One issue that we had not anticipated was people willingness to offer helpful ways to improve the application. In truth most of them were good suggestions and may well be implemented in future releases but for the purposes of this stage of the development they were not possible. This also meant we had to explain to the individual why their suggestions had essentially been ignored when it came time for them to do the survey again.

# Bugs and User Feedback

|  |  |  |  |
| --- | --- | --- | --- |
| **Feedback** | **Number of reports** | **Notes** | **Status** |
| If a user logged out and then tried to log back in there was a bug where the input fields became unresponsive | 1 | Minor fix, to do with how the scene was created and destroyed. | Fixed |
| Leader boards did not do live updates | 1 | This was a design decision to help minimise the number of server calls. Changing this was deemed to be a feature request | Not done |
| Users reported they were not receiving push notifications | 4 | Due to the speed of the game and the limited number of users it appeared that the testers were getting push notifications but not before they had filled out the survey.  The fix was to add a welcome notification that was sent to each user as soon as they completed round 1.  Side note: Due to the nature of how Firebase notifications are sent and received, users were getting them but since they were in the app, a push notification was not received – this can be verified through a LogCat when the app was being debugged on an actual device. | Fixed |
| Marvel was spelt wrong | 2 | This one was a little embarrassing and easily fixed. | Fixed |
| If a user tried to go back and edit the text while they are creating a question the text input field was unclickable | 1 | Minor fix, an optional Unity setting. | Fixed |