Implementation Model

IOCM

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# Introduction

This document will outline the implementation strategy for the beta testing phase of the ADHD Task Management application project. This project aims to create a time management Android application for individuals with ADHD. The document outlines the beta testing strategy and the success criteria.

# Implementation Strategy

Our beta testing implementation strategy will be carried out in the following phases:

1. Create a testing release (v0.9.1) in the Google Play console.
2. Invite selected beta testers to join the beta testing program.
3. Provide testers with the beta testing [instructions](https://github.com/commet003/ITC303-9-Team1-Project/raw/testing/Beta%20Testing%20Instructions/Beta%20Testing%20Instruction%20and%20Feedback%20Document.docx) and a link to the [feedback form](https://forms.gle/wwro4LirAMiYApKMA).
4. Feedback from our beta testers is expected Oct 21, 2023.
5. The project will identify and fix the most important bugs/feature fixes.
6. The project team will release a revised build (v0.9.2) that includes the identified fixes Oct 23, 2023.
7. Expected final feedback from the beta testers to confirm if the fixes and changes have been completed Oct 25, 2023.

Due to the time constraints of this project, we will not have the time to fix all of the changes that are identified by the beta testers, therefore, the project team will identify what the most important changes/fixes are based on the number of times a change is requested by the beta testers. If a bug that causes the application to crash is found it will automatically go to the top of the list to be fixed for the revised build.

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# Beta Testing Scope

The scope of the beta testing phase will be to test the following features:

* Create a user account.
* Create a new task.
* Edit an existing task.
* Delete an existing task.
* Complete a task.
* Create a new task with a due date and time.
* Navigate to the Completed Task Screen.
* Navigate to the Rewards Screen.
* Check that the points from completing a task are correctly applied.
* Navigate to the Leaderboard Screen.
* Navigate to the Settings Screen.
* Change the user’s username.
* Toggle the Light/Dark mode.
* Change the user’s country of origin.
* Change the user’s display picture.
* Change the pomodoro timer work time to 2 minutes and the break time to 1 minute.
* Start the pomodoro timer.
* Pause the pomodoro timer.
* Stop the pomodoro timer.
* Sign out of the application.
* Sign back into the application.

We have decided on the above scope because it covers all of the features of our application, and gives our beta testers the opportunity to use all of the application’s features and UI.

# Beta Testing Environment

The beta testing environment for our application will be our beta tester’s own Android devices.

# Beta Tester Selection

We will select our beta testers based on people that the project team know, who have an Android device and who have the time and willingness to test our application in the tight time constraints that the project team are in. We will also try to get testers with a range of different devices, including different sizes, manufacturers and using different Android versions.

# Beta Testing Procedures

## Testing Tasks

A detailed version of our beta testing instructions can be found [here](https://github.com/commet003/ITC303-9-Team1-Project/raw/testing/Beta%20Testing%20Instructions/Beta%20Testing%20Instruction%20and%20Feedback%20Document.docx). However, an overview of the tasks we will be asking our beta testers to complete is as follows:

1. Navigate all screens of the application.
2. Create some tasks.
3. Edit a task.
4. Delete a task.
5. Complete a task.
6. Create a task with a due date and time to test the application notifications.
7. Change all the available settings in the application.

## How We Will Collect Feedback

We will collect feedback from our beta tester via two Google forms, [one](https://forms.gle/Lny6PqdbARgCYF9Z7) for the first round of testing and a [second](https://forms.gle/BNhK53NK9VjqhHHfA) Google form for the final round of testing. We are using Google Forms because it allows us to collect all our tester’s feedback in one place and provides us with graphs showing patterns in the feedback that we receive.

# Bug Reporting and Resolution

Bug reporting will also be collected through Google Forms, in the first feedback form mentioned above, which includes the ability for our beta testers to add screenshots to show the project team the issue they are facing. Any bugs that are identified after the first round of beta testing, with the fixes included in the revised build.

# Performance Monitoring

We will be able to monitor the performance of the application during the beta testing phase by monitoring the feedback as it is received. It will allow the project team to identify early trends with bugs/features that require a fix or change.

# Risk Management

The risks during the beta testing phase for our application are as follows:

|  |  |  |
| --- | --- | --- |
| Risk | Severity | Mitigation Strategy |
| Our beta testers might not provide their feedback in the required time. | Low | The project team will only select testers who have the time and willingness to test and provide feedback for our application. |
| Our beta testers might identify a broad range of issues that make it unclear to the project team, what the highest priority issues are that need to be fixed. | Medium | In the event that there is not a clear change identified by our testers, the project team will implement changes that are possible within the time constraints of the project. |
| Our testers may struggle to navigate the application without assistance from the project team. | Low | We have made the user manual for our tester as detailed as possible in order to reduce the risk of our testers getting stuck during testing. |
| Our testers may discover application-breaking bugs that cause the application to crash. | High | In the event, that there are multiple application-breaking bugs discovered by our testers, the project team will develop a patch to fix the bugs and push an update through the Google Play store to our testers. |

# Evaluation and Success Criteria

The success criteria for the beta testing stage are as follows:

* Receive feedback from beta testers that provides the project teams with a clear set of changes to improve the application.
* Identify and fix any/all application-breaking bugs.
* Have all features of the application evaluated by our testers.
* Have our beta testers approve our application as meeting their expectations.

If the success criteria are met at the end of the beta testing phase, the application will be deemed to be production-ready, and this project will be deemed complete.