**Transition Phase Status Assessment**

**Introduction**  
The Transition Phase has been primarily focused on refining the ADHD app, addressing all potential issues discovered during beta testing, and ensuring its seamless functioning in a real-world environment. The overarching goal has been to make the app ready for launch, free of major defects, and user-friendly. Key accomplishments of the Transition Phase are validated by PRM achievements, all of which are discussed in this report, and these achievements are compared against the initial project aims.

**Executive Summary**

* The final version of our ADHD app has been deployed into production and has met the essential requirements set out in our project vision document.
* A product demonstration was successfully carried out for stakeholders and the project sponsors.
* While the app is fully bug-free now, the beta testing phase identified several usability issues and bugs, mainly concerning the rewards system and the UI/UX experience.
* Comprehensive programmer documentation has been provided, ensuring easy handover to any future development team.
* Stakeholder signoff has been acquired after successful resolution of the defects identified in the beta testing document.

Key deliverables of the Transition Phase have been successfully completed. The primary risks associated with app usability and system inconsistencies have been addressed. Our team encountered challenges mainly around aligning the app's functionality with the expectations of our user base, as indicated in the beta testing results.

**1. Deliverables**

**1.1. Production Ready Version of the Product**  
All intended system qualities and use cases have been implemented. The primary mismatch between intended outcomes and actual outcomes stemmed from UI inconsistencies, particularly in the "Add Task" feature. The source code for the application can be found in our version control repository. All use cases from our "Use Case Inventory Consolidated With EDR And Data Model" document have been successfully implemented: User Registration, User Login, Creating a Task, Managing Tasks, Viewing and Editing Profile, Accessing Help, Handling Notifications, Deleting a Task. The source code for the application, which encapsulates these use cases, can be found in our version control repository.

**1.2. Beta Test Results**  
Our Beta testers primarily tested app functionalities, such as adding tasks, viewing leaderboards, and changing settings like the dark mode. This was achieved through scenarios and questions displayed in our BetaTestingFeedback one and two documents which ask questions like: How did the testers rate the performance of the application, how did the testers rate the functionality of the application, what our testers liked and disliked about the application and what things they would like to see changed. Critical issues identified included incorrect reward points tally and app crashes during specific scenarios, like signing back in. Remedial actions involved debugging and UI enhancements. Further details are available in our beta testing document. Our beta testers were crucial in identifying various issues in the application. Here are the significant issues they highlighted and the remedial actions we took:

* **Issue**: Incorrect reward points tally  
  *Remedial Action*: Debugged the reward system and recalibrated the points system to ensure accurate point calculation for each task, which was done by dividing the points of the user by 4 after the reading of the page instead of the actions of the app being instigated from the checked box.
* **Issue**: App crashes during specific scenarios, like signing back in  
  *Remedial Action*: Identified the root cause of the crashes and improved error handling and memory management.
* **Issue**: UI inconsistencies in the "Add Task" feature  
  *Remedial Action*: This problem appeared three times in our feedback so the UI was redesigned for a more consistent and intuitive experience. This included the timer GUI being altered for a more pleasurable aesthetic feel by implementing a scroll wheel.
* **Issue**: Dark mode inconsistencies  
  *Remedial Action*: Dark mode has been initiated across all parts of the application and ensured users are not met with any intense colourisations.

Using these results and the fixes that were made our conclusions and remediations created a more enhanced version of or app which conclusively fixed the issues above. With our re-lease for the second phase of testing we received a 96.66% satisfaction mark was received back with all of the fixes the users wanted to see addressed.

**1.3. Programmer Documentation**  
Programmer documentation, complete with system architecture diagrams, code comments, and system workflows, has been compiled and stored in the project repository. For this final iteration an implementation model document was made, a programmer documentation document, a demonstration video, the test model with user acceptance testing document and this transition phase status assessment. Through this documentation and video evidence, and through the classification of each class and its meaning in the Programmer Document we believe that sufficient explanations for an independent team to efficiently come in to understand and maintain the product exist.

**1.4. Sponsor Demonstration**  
A thorough demonstration was conducted for sponsors and stakeholders however as this was us we came together as a group to write and discuss our final standings for a sign off (as written in the user acceptance testing document). Showcasing the app's features and how issues occurred during the demo day was inclusive and important for us as a team to practise a real sponsor demonstration sign off. With this and our team meetings outside of our fortnightly once we were able to accordingly resolve the identified issues that arose during beta testing. For us to accept the state of the app throughout our meeting we had each run the app and ensure it complies to a standard we were happy with. And this standard was both to our own and the responses from beta testing. The second phase of beta testing feedback also really facilitated this confidence. The demonstration materials and recordings are archived for reference.

**1.5. Sponsor Stakeholder Signoff**  
Following the demonstration, signoff was achieved from both sponsors (us) and stakeholders, indicating acceptance of the final product.

**2. Iterations**

**2.1. Transition Iteration 1**  
Because our team worked hard with previous iterations prior to PRM we all agreed these past few iterations have ran extremely smoothly and without any alterations. With straight forward feedback from our six testers we sufficiently divided up the tasks of editing our app between all of us and everyone ensured appropriate feedback from us (the sponsors) to ensure those requirements were met. New documentation and old documentation fixes were also divided up evenly for final review for PRM.

**2.2. Transition Iteration 2**  
This iteration focused on fixing the reward system's inconsistencies and app crashes. The primary challenge was tracing the root cause of the reward points miscalculation, which was successfully addressed by the end of this iteration. The objectives for this iteration were refining the app's UI/UX and addressing inconsistencies like incorrect points displaying and the timer interface. While UI improvements were successfully implemented, some challenges remained in assisting first time users with any pop-up information on how to use the app. Finalisation of documentation for PRM was also established and signed off on.

**3. General Issues**

**3.1. Usability Concerns**  
A prevalent issue was the app's usability, notably for users unfamiliar with the platform. This challenge became more evident during our beta testing phase, where testers expressed difficulties navigating certain functionalities. Actions taken include introducing pop-up hints and actively considering user feedback to overhaul UI elements for a more intuitive experience.

**3.2. Performance Bottlenecks**  
From our master test plan, we observed that when the app was loaded with large data sets, there were noticeable delays. The implementation model highlighted the need for database optimisations. Remedial steps involved refining our database queries and introducing efficient caching mechanisms.

**3.3. Digital Signature Authentication**

In the case of our project's progression, we encountered an intricate predicament during the secondary phase, attributable to unexpected system disruptions and consequent data discrepancies. The digital signature, quintessential for our app's secure deployment to our esteemed testing community, manifested inconsistencies. Our resolution encompassed the meticulous generation of an advanced signing key, necessitating our users to engage in a refined re-installation process. While this endeavour was not without its temporal challenges, it epitomised our unwavering commitment to delivering excellence.

**4. Overall Assessment Against Project Objectives**

In alignment with the project vision outlined for the ADHD Task Manager, our overarching objective was to design an innovative application specifically tailored for individuals with ADHD. The central premise was to address the prevalent issues these individuals encounter, such as time management difficulties and the challenge of staying focused on set goals. Traditional organisational tools, as highlighted in the vision, often fall short of addressing the unique needs of the ADHD community due to their demand for heightened focus and discipline.

Our final outcome presents a multi-faceted solution through the ADHD Task Manager. This application not only provides customisable task lists but integrates features like the Pomodoro timer, a habit tracker, a rewards system, and insights derived from analytics. By ensuring these functionalities are user-friendly and easily accessible, we've taken a significant step towards addressing the challenges faced by the ADHD community.

Furthermore, our stakeholder descriptions and user environment analysis reflect a profound understanding of the ecosystem surrounding the ADHD community. We've factored in multiple perspectives, from users to therapists and educators, ensuring a holistic approach to problem-solving.

**4.1. Functional Requirements**

***Assessment of outcomes achieved for key use cases identified in the LCOM status assessment:***

• User Registration and Login: The user registration and login functionalities have been implemented as per the expectations drawn from the LCOM status assessment. During the beta testing phase, users found the registration and login processes intuitive, which indicates that the outcomes align well with the proposed use cases.

• Task Management: Task management, which is the core feature of our application, has been executed effectively. Based on feedback, especially from users with ADHD, the system effectively aids them in managing tasks. This is consistent with the outcomes projected in the LCOM status assessment.

• Profile Management and Notifications: Our LCOM status assessment highlighted the significance of profile management and notifications. In practice, they have been implemented in alignment with our project's vision. However, there are some recommendations for improvement, which have been taken into consideration.

• Leaderboard and Engagement Features: Our project vision emphasised gamifying the user experience. The leaderboard and engagement features have successfully added an engagement element, transforming the app from being just a task manager. This matches the anticipated outcomes mentioned in the LCOM status assessment.

**4.2. Non-Functional Requirements**

***Assessment of outcomes achieved for key NFRs identified in the LCOM status assessment:***

• Performance: Performance was a key non-functional requirement as identified in the LCOM status assessment. Feedback from the beta testing phase has commended the app's performance and responsiveness. Because of this it was vital for us to ensure that our app would align with our NFR objectives and therefore that the main thread UI dependency delays didn’t’ cause any lags which meant addressing any pop-ups or informational additions for first time users. This resulted in this feedback being noted and not undertaken.

• Consistency: The LCOM status assessment shed light on the importance of consistency across the application. Although the app has performed well in many areas, there's a need to enhance UI consistency, particularly when users access the app from varied devices.

• User Experience: While our project vision was to provide a seamless user experience, our journey towards this has been a success. A positive first round beta testing feedback gave high hopes and a very successful second round of feedback further enhanced this ideology.

The Transition Phase has provided significant insights, allowing us to refine our ADHD app. Drawing from the master test plan, implementation model, stakeholder feedback, and the LCOM status assessment, the product has had a successful first launch.