

# **QA Metric Testing**

Date: 240220

#### **Document Description**

This document contains all QA Metrics of the managers within the company. It is the job of the QA Manager to ensure all managers are performing tests on and achieving their metrics. If this is not the case the QA Manager should discuss with the manager any issues preventing them from performing that task and develop a solution.

#### **Project Manager**

Metric	Measurement	Being Measured (Y/N)	Notes
Work Efficiency	Number of user stories completed divided by the total number of hours programming by the software development team at the end of a single project iteration.	N/A	Not Measured This Week
Team Productivity	Average working hours of the whole software development team at the end of a working week.	Yes	Tracked weekly Thursday to Wednesday. Total team hours divided by seven.
Team Contentment	Number of overall positive responses in individual feedback from each team member on the management and organisation of the project before each iteration.	N/A	Not Measured This Week
Client Satisfaction	Difference in number of positive responses against negative responses from the client / on site customer after each project iterations/revisions during the project's lifespan.	N/A	Not Measured This Week



### Financial Manager

Metric	Measurement	Being Measured (Y/N)	Notes
Weekly Cash Flow Prediction	The difference between the estimated cash flow account balance and actual bank account balance every week during the project's lifespan.	N/A	Not Measured This Week
Predicted Closing Balance	Predicted final closing balance of the project after financial backing from predicted costs.  Tracked weekly.	Yes	https://docs.google.com/sp readsheets/d/12mOXNHHr mnTGDdN4 M4rpEmBpcYe 8yZeSRzgwyA3pA4/edit#gid =1059379831
Development Cost Difference	Difference between weekly budgeted programming cost against actual weekly iteration cost.	N/A	Not Measured This Week



### Marketing Manager

Metric	Measurement	Being Measured (Y/N)	Notes
Product Awareness	The percentage of surveyed people currently aware of the product or similar products, measured at the beginning and end of the development period.	N/A	Not Measured This Week
Product Demand	Percentage of surveyed people currently using or looking for the product or similar products, measured at the beginning and end of the development period.	N/A	Not Measured This Week
Client / User Satisfaction	Client/User feedback surveys will be used to rate the product on a scale from 1-10 on how likely they are to recommend the product- rating will require a justification. The average product rating will then be recorded.	N/A	Not Measured This Week



### Technical Manager

Metric	Measurement	Being	Notes
		Measured (Y/N)	
Software Development Team Agility	Using the 'Assess Your Agility' self-assessment quiz. This should be done at the beginning of each iteration to review the previous iterations performance.	N/A	Not Measured This Week
Time Estimates for User Stories	Difference between estimated time and actual time for completion of user stories so as to refine estimates. This should be done at the completion of every story. Further velocities should then be updated based on the insight from this check.	Yes	-10Hrs time for the first set of user stories was an extra 10 hours. This was due to unintended initial complexity and the setup of a raspberry pi server with a mysql database so that all the team could use the program without installing mysql.
Non-Compliance for Coding Standards	A code review should be done for each user story completed. This should be marked down as checked alongside the user story card. Any non-compliances should be highlighted and recorded. The number of non-compliances should be reduced as the team learns the coding standards. Code should also be reviewed for adherence to standards imposed by outside regulatory bodies as an when required.	Yes	Over 2000 syntax issues. This has been addressed. All members of the team should install the CheckStyle plugin for intellij and the project style guideline has been updated on github with the correct styling. No more issues should occur.



## Design and Specifications Manager

Metric	Measurement	Being Measured (Y/N)	Notes
User Experience Satisfaction	Difference in number of positive responses against negative responses gained from focus groups and user interviews on using the product directly. This is measured at the end of each iteration, starting from the 2nd iteration.	N/A	Not Measured This Week
Similarity to Design Vision	Difference in number of positive responses against negative responses from feedback and discussions with the client on the product design philosophy and specification.  This is measured at the start of every work week (Thursday), starting from the 2nd iteration.	N/A	Not Measured This Week
Complementation to Project Vision	Number of redesign iterations initialised by the client or on site customer, including removed design features.  This is measured continually throughout iterations with a total number of redesigns for each work week.	Υ	Currently seeing redesigns is a good thing but we want to see this number going down.



#### **Quality Assurance Manager**

Metric	Measurement	Being Measured (Y/N)	Notes
Coherence to Management QA Metrics	Use the assess the 'QA Metric Testing' document and check that all QA Metrics have a test and are being satisfied. This should be done at the end of every iteration, measured as a percentage of metrics being currently assessed.	Yes	First week of QA Metric Tracking
Employee Comprehension of Company Ethos	Complete random audits once every two weeks on two members of the team using the 'Team Checker' document. Number of non- compliances noted and raised if necessary.	N/A	Not Measured This Week
Document Standardisation	Company documents proofread every other iteration with any issues noted and raised. Number of non-compliances recorded and highlighted on the 'Document Checker' document.	N/A	Not Measured This Week



# Testing and Integration Manager

Metric	Measurement	Being Measured (Y/N)	Notes
Quality of Code	Number of bugs found in code in a working week via exploratory testing of the simulated program before code is subject to testing.	N/A	Not Measured This Week
Quality of Tests	Expected test outcome against the actual test outcome, record the proportion that arises due to insufficient module tests via exploratory testing for a working week.	N/A	Not Measured This Week
User Story Integration Latency	Measure and record the length of time between each user story being submitted for 'done' exploratory testing and being integrated into the development repository each iteration.	N/A	Not Measured This Week