CS 192 Software Engineering II
Beta Testing Checklist

Project Name:	CalendarHub	Project ID: (if applicable)	
Developer's Name:	NoIdea (Jairus John Garcia, Jan Daniel Laborada, Diane Abegail Recuerdo)		

This checklist is to be used to assess if beta testing goals have been achieved. There are two categories of goals. One is the functional goals and the other is the usability goals. Functional goals are the target features of the software that should have been built during the semester. They are based on user acceptance criteria identified. Usability goals are used to test how usable the user interface of the application is.

Target Audience: UP Students

Tester Information:

Tester's Name:	Year Level	Gender

Instructions: Place a check mark (√) if the software complies with the criteria. Place a cross mark (X) if it does not, and place a comment on its non-compliance.

Functional Goals:

User Acceptance Criteria	Compliance		Remarks
	Yes	No	
Create User Account – Cancel creation			
Create User Account – Reject invalid input			
Create User Account – Successful creation			
Create Calendar – Cancel creation of calendar			
Create Calendar – Reject invalid input			
Create Calendar – Successful creation			
Add Event – Cancel adding of event			
Add Event – Reject invalid input			
Add Event – Successful creation of event			
View Event – Categorized/Color coded events			
View Event – Successful viewing of events			
Edit Event – Cancel editing of event			

Edit Event – Reject invalid input			
Edit Event – Successful editing of event			
Delete Event – Cancel deletion of event			
Delete Event – Successful deletion of event			
Delete Calendar – Cancel deletion of calendar			
Delete Calendar – Successful deletion of calendar			
Login – Invalid username and password combination			
Login – Successful login			
User-Event Integration – User can view his events only			
Displays Legend			
Log out			

Tester's Comments:

Usability Goals[1]:
This is the System Usability Scale (SUS) used to measure users' perceived usability of a product or system. It is highly reliable (0.91). Mark the most appropriate box that shows how much you agree with the statement.

System Usability Scale Standard Version	Strongly Agree				Strongly Disagree
	1	2	3	4	5
1. I think that I would like to use this system.					
2. I found the system unnecessarily complex.					
3. I thought the system was easy to use.					
4. I think that I would need the support of a technical person to be able to use this system					
5. I found the various functions in the system were well integrated.					
6. I thought where was too much inconsistency in this system.					
7. I would image that most people would learn to use this system very quickly.					
8. I found the system very cumbersome to use.					
9. I felt very confident using the system.					
10. I needed to learn a lot of things before I could get going with this system.					

Computation of SUS Score:
For odd items: subtract one from the user response.
- For odd items: subtract one from the user response.
- For even items: subtract the user response from 5.
- This scales all values from 0-4 (with 4 being the most positive response).
- Add up the converted responses for each user and multiply that total to 2.5. This converts the range of possible values from 0 to 100 instead of from 0-40.

SUS Score: _____

Tester's Comments:

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1   http://chaione.com/ux-research-standardizing-usability-questionnaires/