

Oversight Meeting Minutes – 8/9/20

8pm – Meeting start

8:05 – Jim looks over iteration 4 and 5

8:10 – Talked about a bug with the Fill Order/Confirm Order backend. Threading issue?

- suggests we ask the lecturer for the Mobile Apps subject to look at it

8:15 – How to deliver user manual/help within app

8:17 – Jim shows us the 'Rentalhood' user manual from last year

- Table of contents: basically, each entry aligns to a use-case
e.g. Empty Cart: 'How to empty cart contents'
- Test scripts translate to user manual in more plain English steps

8:21 – For backend could be more standard help doc/PDF

- front end perhaps more user friendly – perhaps a video with timestamps

8:24 – Start talking about deploying the app via Google Play

- Jim recommends being thorough with testing to avoid deployment issues

8:26 – Try to deliver deployment through the Google Play store

- 2nd round of beta testing could be delivered through an APK file if Play store takes too long to approve updates
- Try to nail 2nd round of beta testing – ideally trying to avoid having to go into a 3rd round

8:31 – Transition phase beta testing

- Testing up until now have been to find bugs
- beta testing differs – objective is for the app to be bug free – ideally the users don't find bugs
- it's about showing the app is fit for purpose
- beta testing can't be exhaustive
- you aren't the boss of beta testers i.e. you can't ask them to do lengthy testing
- it is more about showing key tasks that end users want to see working
- could be 5 key tasks
Place Order
Fill Order
Add Item
Add Staff
- suggested max for tests – 2hrs
- it's about showing off the apps capabilities and making a good impression
- beta results are qualitative
- looking for usability feedback – e.g. this button should be here

- pick a subset of use-cases to show off key areas
- framed as business goals
- defects found in the first round must be fixed
- also, usability issues – both must be resolved
- 5 frontend testers
- 5 backend testers
- Significant usability issue is 2 out of 5 users
- Critical usability issue is 4 out of 5 users
- Ask users questions about their experience (user feedback)
- A set of specific questions
- Follow up with some open-ended feedback at the end
- Beta testing can take a long time
- Need to be ready to go at beginning of Transition Phase
- Need to be organised
- Have meeting with testers – orientation
- Give them 3 days to complete
- Need time to respond to issues
- Beta testing should be confidence building & capability demonstrating

8:50 – Key that we complete all remaining tasks this iteration

8:51 – Suggestion to reflect on scope creep in our journal entries – think about what we would do differently next time

8:52 – We are doing well – happy with our progress

8:55 – Meeting ends