

# Transition Phase Status Assessment

## Version Control

Version	Author	Date
V1.1	Emily Carter	30/10/2020

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## 1. Deliverables

### 1.1 Production Ready Version of the Product

A final version of the Beverage Booker application has been deployed into production use and is fit for purpose.

Item	Description	Link
Code Base - Customer	The customer app code, written in Java	<a href="#">LINK</a>
Code Base - Staff	The staff app code that allows orders to be filled and edit menu items. Written in Java	<a href="#">LINK</a>
Code Base - Server	The code relating to the server, using PHP	<a href="#">LINK</a>
App - Customer	Final version of the customer app, is only accessible by email invite until released from testing status by google play	
APK File - Staff	Final version of the customer app, in an installable format	<a href="#">LINK</a>

#### 1.1.1 Use Cases

Link to use cases and version information [HERE](#).

Use Case	Status
Create Account	Complete
Log in	Complete
Fill Cart	Complete
Place Order	Complete
View Active Order	Complete
Fill Order	Complete

## 1.2 Beta Test Results

Beta Test Version	Note	Link
Customer feedback - round 1	The items that we addressed are colour graded by importance. (red → light orange)	<a href="#">LINK</a>
Staff feedback - round 1	The items that we addressed are colour graded by importance. (red → light orange)	<a href="#">LINK</a>
Customer feedback - round 2	No feedback required addressing	<a href="#">LINK</a>
Staff feedback - round 2	No feedback required addressing	<a href="#">LINK</a>
Customer App - Beta Test Responses	Collated responses and analysis of the 1st and 2nd round beta testing results for the Customer App	<a href="#">LINK</a>
Staff App - Beta Test Responses	Collated responses and analysis of the 1st and 2nd round beta testing results for the Staff App	<a href="#">LINK</a>

A google site was used to keep all the necessary items, for testing, centralised in one place for the testers. These can be seen here: [CUSTOMER](#) + [STAFF](#)

The sites included links to the survey, the app download for staff and also the user manual/troubleshooting guide. The items made available changed based on the version of beta testing.

### 1.2.1 Business Scenarios - Round 1

Item	Beta Test Version	Scenario	Issues
1	Customer - round 1	Register for an Account	The message feedback was confusing
2	Customer - round 1	Login	No issues
3	Customer - round 1	Fill cart	No ability to adjust items in cart
4	Customer - round 1	Book delivery	Feedback messages were large and complicated
5	Staff - round 1	Fill Order (Queueing)	No issues
6	Staff - round 1	Deliver Order	Some confusion, no feedback message to say task was completed successfully
7	Staff - round 1	Add menu item	No issues

8	Staff - round 1	Update menu inventory	No feedback message to say task was completed successfully
9	Staff, Customer	Out of scenario	Both apps did not properly log the users out, with the back button, after log out, bringing the user back into the app without logging in again.

### 1.2.2 Actions taken Against Issues & Beta Test Round 2 Results

Item	Remedial Action	Outcome - 2nd Round
1	Updated the account creation toast message using the Toasty library. Successful message is now on a green background with a larger font size.	100% - easy to see/read 80% - message was useful 100% - consider appropriate fix
3	Addressed issue of back button causing activity issues. Back press on the Browse Menu screen now always takes the user to the Home screen (Primary Menu). Quantity can now be changed in cart.	80% - very easy to use 100% - useful
4	Created a custom dialog for error messages. This should make things clearer as with a dialog it is not on a timer like a toast. Error message is colour coded red with a title for clarity. Upon clicking OK the user is taken back to the main menu so they can try placing their order again with a new payment intent.	100% - useful to understand 100% - taken back to home screen
6	All toast messages have been converted to toasty, allowing for larger and coloured toast messages to assist in understanding if operations succeed or not. Adjusted the button label for clarity	Not tested in the second round
8	All toast messages have been converted to toasty, allowing for larger and coloured toast messages to assist in understanding if operations succeed or not. The xml file was adjusted to simplify the view of the inventory, making it easier to see where to begin updating. The user manual was also updated to provide clarity on how to update the inventory.	80% - helpful message 80% - very easy to understand.
9	Set flags for the sign out button on the menu bar so the activity history is cleared when a user signs out. Also added method so a double press on the back button will exit the user from the app	100% - remained on homescreen 100% - considered issue fixed

	on the Login screen.	
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### 1.3 Programmer Documentation

Document	Version	Link
Project Vision	v4.0	<a href="#">LINK</a>
NFR Specification & Analysis	v4.0	<a href="#">LINK</a>
NFR Checklist	v4.0	<a href="#">LINK</a>
Architecture Notebook	v3.3	<a href="#">LINK</a>
Sequence Diagram of CCRD use-case	v1.0	<a href="#">LINK</a>
Class Diagram - Customer App	v3.0	<a href="#">LINK</a>
Class Diagram - Staff App	v2.0	<a href="#">LINK</a>
Use-Case Descriptions	PRM	<a href="#">LINK</a>
Domain Model	V4	<a href="#">LINK</a>
Developer Directory	v1.0	<a href="#">LINK</a>
Use-Case Model	v3.1	<a href="#">LINK</a>
Master Test Plan	v3.0	<a href="#">LINK</a>
Component Diagram	v1.0	<a href="#">LINK</a>

### 1.4 Sponsor Demonstration

As the project did not have a sponsor, the demonstration was completed during online demo day.

### 1.5 Sponsor Stakeholder Sign Off

This project did not have a sponsor to sign off the project.

## 1. Iterations

### 2.1 Transition Iteration 1 (Iteration 7)

Objectives	Status	Issues
Discuss and analyse first round Beta Test results in meeting	Complete	
Address Create User feedback from Beta Testing 1st round	Complete	
Address Fill Cart feedback from Beta Testing 1st round	Complete	
Address Book Delivery feedback from Beta Testing 1st round	Complete	
Address Sign Out feedback from Beta Testing 1st round	Complete	
Address Fill Order feedback from Beta Testing 1st round	Complete	
Address Update Inventory feedback from Beta Testing 1st round	Ongoing	No issue, just lack of time to finish this iteration. Carried onto the next iteration
Address Staff Sign Out feedback from Beta Testing 1st round	Complete	
Write 2nd round beta test survey, with separation between yes & no response follow-up questions	Ongoing	No issue, just lack of time to finish this iteration. Carried onto the next iteration
Write UAT to test 1st round beta updates for Customer and Staff App	Ongoing	No issue, just lack of time to finish this iteration. Carried onto the next iteration

## 2.2 Transition Iteration 2 (Iteration 8)

Objectives	Status	Issues
Write 2nd round beta test survey, with separation between yes & no response followup questions	Complete	Took longer than expected as google forms glitched, causing the questions to incorrectly reorder. This happened several times.
Complete UAT for 1st round beta updates	Complete	
Update failure responses in the Customer and Staff App	Complete	
Package Customer and Staff App version	Complete	

1.1 APKs		
Address Update Inventory feedback from Beta Testing 1st round	<b>Complete</b>	
Update the Customer Manual	<b>Complete Reassigned</b>	The task was reassigned to someone with more time, this ensured the task was completed
Update Beverage Booker testing records	<b>Complete</b>	

### 2.3 Transition Iteration 3 (Iteration 9)

Objectives	Status	Issues
Complete Programmer Documentation for PRM	<b>Complete</b>	
Collate beta testing results into a summary document	<b>Complete</b>	

## 2. General Issues

There were no issues during the Transition phase that prevented the progression of the project development.