**Testing and Evaluation proposal:**

To make sure that the app I have created works as it was designed to I will do extensive testing. To do this I will find a number of users to test my prototype for a set number of time. Here I will listen to their feedback to check whether they found major bugs or unexpected behaviour. I will take into account all feedback to see what changes are needed such as changing font colours, making the layout easier etc. I will do this iteratively so that I can see whether changes that I make are improved or not and see if the latest prototype is better overall for the user.

My proposed testing schedule is:

1. Design initial prototype
2. Do initial bug testing to find as many bugs as possible
3. Get a number of users to play with the app
4. Listen to feedback and make a list of issues
5. While users test the app I will start to work on fixing the most common/major issues/errors
6. After the initial user testing phase I will work on improving the app using feedback to make general improvements
7. Get users to play with the app again

I aim to have at least 2 major user testing and feedback stages before the final app is completed.

Once I have made the final version of the app I will evaluate it against the requirements that I created at the start of the project to check whether my app satisfies all of the set out requirements.