Testing

To test our application, our plan is to make a low-fidelity mock-up of the application as a paper prototype. Our application will require extensive testing that is continuous, but the paper prototype will be the first step. Once the basic functions of the application and the design has been made, a focus group of users will test the paper prototype without our help. This is to ensure that our design accommodates the various levels of skill from the different users. Our focus groups will be from different backgrounds, specifically different countries, this allows us to test the applications design based international standards, which allows the application to be more widely used globally.

Our design of the application will be based on a mix of iOS and Android standards. In an effort to minimize new design time for future features and a more streamlined production process, the applications will be the exact same design on both Android and iOS. We will need to complete testing to ensure that the features are consistent within the application and conform to the standards of cross-platform applications.

To find our users, we will advertise online as well as on paper. The online advertisements will be used to find the people from around the world in many different countries, to test an online prototype that is made with prototyping software such as Proto.io. The paper advertisements will be used for the earlier paper prototyping. We will choose paper prototyping because our users are those likely to want to learn a new language, and reading the newspaper is one of the best ways to learn it, so they are likely to see the advertisement and want to participate. There will be not set number of users, but a minimum of 5 for the paper prototyping, and a minimum of 10 for the online, however online, we would like at least 2 from each area (Japan, Asia, Australia, US, Europe, Africa).

We will know that we have succeeded in our testing when the majority of users cannot find any major faults, and that all issues and bugs are removed. This is when the testing phase will be over, and we can begin development of the application. The testing will never fully finish, with further testing to be done and testing as new features or designs come out, but the bulk of it will be finished by this stage.